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# GO WORLD

Autumn 1997 NO. 80

新富座狂言

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國秀画



KISEIDO PUBLISHING COMPANY

新富座狂言 第五号



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*Cover:* The actor Ichikawa Sandaji wearing a kimono illustrated with go boards. An oban print by Kunihide (1895). From the collection of John Power.

*Go World* is published by Kiseido Publishing Company, CPO Box 1140, Tokyo, Japan.

Editor: Richard Bozulich

**North American subscribers, order from:**

**Kiseido**, 2255 - 29th St., Suite 4, Santa

Monica, CA 90405; Tel: 1-800-988-6463;

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US\$28 per year; single copy: US\$8

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Tel: +31-20-624-1171; FAX: +31-20-627-0885

Price: f12.50 (Dutch guilders) per issue

Home page: <http://www.labnet.or.jp/~kiseido>

GO WORLD (ISSN 0286-0376) is published quarterly for \$28.00 per year by Kiseido, 2255 - 29th St., Suite 4, Santa Monica, CA 90405. Periodical postage paid at Santa Monica, CA. POSTMASTER: Send change of address orders to GO WORLD, c/o Kiseido, 2255 - 29th St., Suite 4, Santa Monica, CA 90405.

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# Go World News

## *International Tournaments*

### **10th Japan–China Tengen Playoff**

The annual China–Japan playoff between the Japanese and the Chinese Tengens took place in Shanghai on May 19 and 20, 1997. Ryu Shikun, who has held the Japanese version of this title for the last three terms, faced the new Chinese Tengen Chang Hao. (See page 47 for a report on the Chinese Tengen title match.) Ryu, who lost to Ma Xiaochun by a score of 2–0 in last year and the year before, didn't do any better against Chang, ending with two straight losses. This is the sixth straight time that the Japanese have lost this playoff.

### **The 2nd LG Cup**

#### **World Baduk Championship**

The first two rounds of the 2nd LG Cup were played on May 27 and 29 in Seoul. Five Korean players made it into the quarterfinals. They were Lee Chang-ho, Cho Hoon-hyun (beat Cho Chikun), Yoo Chang-hyuk (beat Ryu Shikun), Seo Bong-soo (beat Chang Hao) and Choi Myung-hoon. (Choi is a young, up-and-coming 5-dan. In the last year, Choi challenged Lee Chang-ho for the Korean Meijin and Kisei titles.)

Only two players representing Japan made it into the best-eight: Kobayashi Satoru and O Rissei (beat Rui Naiwei, the world's strongest female player). Kobayashi beat Hans Pietsch of Germany who was recently promoted to 1-dan at the Japan Go Association. Pietsch pulled off an enormous upset by beating Yoda Norimoto — the winner of last year's Samsung Cup, second place in the 3rd Ing Cup, the Japanese Gosei title holder, and the recently dethroned Japanese Judan — in a preliminary round. This was an extraordinary feat for a 1-dan.

The only Chinese player to make it into the quarterfinals was Ma Xiaochun, China's current number-two player. The quarterfinals are scheduled to be played on October 19.

### **2nd Samsung Cup**

The 2nd Samsung Cup is well under way. The preliminary tournament was held on

June 16, 18, and 20 in Seoul. Fourteen out of 108 players advanced to the final tournament. There were five players from the Japan Go Association among them: Rin Kaiho, Kataoka Satoshi, Hikosaka Naoto, Yo Kagen, and Cho Sonjin. Other notable names who got into the final tournament were Rui Naiwei, the world's strongest female who is now playing out of the United States, Wang Lei, the newly crowned Chinese Monarch, and Yu Bin of China who just won the Asia TV Cup.

Some of the players from Korea who made it to the final final tournament are Seo Bong-soo of the Jinro-Cup fame, Kim In 9-dan, Kim Dong-myun 4-dan.

In the first round of the final tournament, held on August 13 the only Japanese remaining were Kobayashi Satoru and Hikosaka Naoto, while all players from China advanced to the second round. The results were as follows:

Lee Chang-ho beat Rin Kaiho  
Yu Bin beat Ryu Shikun  
Yoo Chang-hyuk beat Kataoka Satoshi  
Chen Zude beat Choi Kyu-byung  
Kim Dong-myun beat O Rissei  
Chang Hao beat Cho Hoon-hyun  
Lee Seong-jae beat Rui Naiwei  
Luo Xihi beat Kim In  
Kim Seung-jun beat Cho Sonjin  
Wang Lei beat Cho Chikun  
Kim Seong-ryong beat Yo Kagen  
Ma Xiaochun beat Seo Bong-soo  
Nie Weiping beat Yoda Norimoto  
Hikosaka Naoto beat Mok Jin-seok  
Zhou Heyang beat Seo Nung-uk  
Kobayashi Satoru beat Heung Tae-seon

The results of the second round, played on August 15, were as follows:

Lee Chang-ho beat Yu Bin  
Yoo Chang-hyuk beat Chen Zude  
Chang Hao beat Kim Dong-myun  
Lee Seong-jae beat Luo Xihi  
Kim Seung-jun beat Wang Lei  
Ma Xiaochun beat Kim Seong-ryong  
Hikosaka Naoto beat Nie Weiping  
Kobayashi Satoru beat Zhou Heyang





*Kobayashi Koichi facing one of China's young superstars, Zhou Heyang, in the Fujitsu Cup semifinals*

Since Hikosaka and Kobayashi are scheduled to meet in the quarterfinals, at least one Japanese player is guaranteed to be in the semifinals. On the Korean side, Lee Chang-ho and Yoo Chang-hyuk will meet in the quarterfinals, so one of these mainstays of the international circuit will be eliminated. The quarterfinals and semifinals will be held on September 18 and 20.

#### **10th Fujitsu Cup**

Kobayashi Koichi is on the comeback trail. After winning the Kakusei title earlier this year, he has taken a major international title, the Fujitsu Cup World Go Championship. On his way to the finals, he beat Seo Bong-soo of Korea, then defeated two of China's young superstars, Chang Hao and Zhou Heyang.

In the finals he faced O Rissei 9-dan. O also got through some tough opponents in this tournament. In the quarterfinals he defeated Cho Chikun, and then he had to dispose of Ma Xiaochun in his semifinal game.

This is the second time this year that Kobayashi and O have squared off in the final of tournament. Last March O beat Kobayashi in the finals of the NHK Lightning Go Tournament, which is broadcast every Sunday on public television. But in this important tournament, with a first prize of ¥20,000,000 (about \$180,000), Kobayashi

proved to be a tougher opponent. After a hard fought game lasting 264 moves, Kobayashi (white) emerged the winner by 4 1/2 points.

### **News From Japan**

#### **22nd Meijin Title: Kobayashi Koichi to Challenge Cho Chikun**

Ten days after winning the Fujitsu Cup by beating O Rissei, Kobayashi again faced O in the Meijin league playoff. Both Kobayashi and O ended the league with identical 6-2 records, necessitating a playoff game which Kobayashi, playing black, won by forcing O to resign after 185 moves.

Kobayashi has been in a slump for the last two years. The illness and death of his wife Reiko must have taken its toll on his concentration. But he now seems to be back in form and the go world is awaiting the face-off of two of the most successful tournament players of this century.

The Cho-Kobayashi Meijin rivalry goes back to 1985 when Kobayashi wrested the Meijin title from Cho, who had held it for five terms. Kobayashi lost the title the following year to Kato, but two years later he won it again and held it for the next seven terms. Although Cho played in every league, he was unable to become the challenger until last year, when he took the title from Takemiya.



Now Cho has staked out the three top titles as his territory and there doesn't seem to be any other player experienced enough in two-day games, except Kobayashi, who can dislodge him from his turf. This title match has all the makings of becoming one of the great clashes of modern go.

The first game is scheduled to be held in New York on September 11, 1997.

The results of the league are as follows:

|                     |                  |
|---------------------|------------------|
| 1. Takemiya Masaki  | 4 wins; 4 losses |
| 2. O Rissei         | 6 wins; 2 losses |
| 3. Kato Masao       | 4 wins; 4 losses |
| 4. Kobayashi Koichi | 6 wins; 2 losses |
| 5. Kataoka Satoshi  | 5 wins; 3 losses |
| 6. Rin Kaiho        | 1 win; 7 losses  |
| 7. Yoda Norimoto    | 3 wins; 5 losses |
| 7. Ryu Shikun       | 5 wins; 3 losses |
| 7. Yo Kagen         | 2 wins; 6 losses |

Rin, Yoda, and Yo will be dropped from next year's league. Rin has appeared in every league for the past 36 years. He made his first appearance in 1964 when he was 22 years old and took the title from Sakata Eio the following year. Rin has held the Meijin title for a total of eight terms and has played in 15 of the title matches. Rin can't be counted out yet. He might still win a place in next year's league in the final preliminary tournament in which he is automatically entered.

### The 22nd Gosei Title Match

Yuki Satoshi, a 25-year-old player from the Western Japan Go Association (Kansai Ki-in) who has recently been promoted to 9-dan, has become the challenger to Yoda Norimoto for the Gosei title by beating Kato Maso in the final game of the elimination tournament on May 22, 1997. This is Yuki's first challenge for a major title.

Yuki lost the first game, but came back to win the second game to even the match. Yoda won the third game and is now one win away from defending his title.

*Late news:* Yoda won the fourth game on August 21 to defend his title 3-1.

### 45th Oza Tournament

In the semifinals of the 45th Oza tournament to decide the challenger to the title, O Rissei won his game against O Meien

to advance to the final round. O lost the title to Ryu Shikun last year, so he is probably anxious for a return match to extract his revenge.

In the other semifinal round, Yamada Kimio 7-dan, defeated Nakano Hironari 9-dan. The final will be held in September.

### 22nd Shinjin-O

Aoki Kikuyo 7-dan has become the first woman to reach the final of an open title match by winning her semifinal game against Nakaonoda Tomomi 7-dan. Aoki, who is 29 years old, has won the Woman's Meijin title and held the Woman's Kakusei for three terms. She will face Yamada Kimio, who beat last year's Shinjin-O Takao Shinji in the other semifinal game, in a best-of-three match.

## News from Korea

### 2nd Tekron Cup

Choi Myun-hoon is making his third challenge for a major title. Last year he challenged Lee Chang-ho for the Myungin (Meijin) title and at the beginning of this year he again challenged Lee for the Kisung (Kisei) title. Now both Lee and Choi have reached the final of the Tekron Cup and will play a best-of-five match for the cup.

### 28th Myungin Title

Choi Myun-hoon is in the final stages of another tournament. This time he is playing Cho Hoon-hyun a three-game match to decide the challenger to Lee Chang-ho for the Myungin title. Choi lost the first game by 5 1/2 points on July 23. The second game will be played on August 2.

### A Special Korean Issue

There is a go renaissance taking place in Korea and in this issue of *Go World* we will bring our readers up-to-date on the Korean tournament scene and introduce some of the young players that are emerging there.

Our coverage of Korean go has been sporadic, but from this issue on, we intend to give equal space to both Japanese and Korean tournaments as well as the numerous international and Chinese tournaments that are being held.



# A Year of Korean Go: 1996–97

## Results of the Major Tournaments

### Wangwi (King Position) Title

Challenger to the title holder decided by an 8-player league. Best-of-seven title match.

Time: 5 hours each; komi: 5 1/2 points.

Total prize money: 270,000,000 won; winner's purse: 35,000,000 won.

The Wangwi title has traditionally been the number one title in Korea. But the sponsorship of go tournaments in Korea is becoming quite competitive. Even though it has raised the total prize money from 230,000,000 won and the winner's purse from 30,000,000 won to the amount shown above, from this year it will become only the third most prestigious title.

**31st Wangwi:** Lee Chang-ho defended the title against Cho Hoon-hyun 4–0. Final game of the match played on July 21, 1997.

### Tekron Cup

The final preliminary is a 16-man knockout tournament. The two survivors play a best-of-five match for the cup.

Time: 5 hours each; komi: 5 1/2 points.

Total prize money: 200,000,000 won; winner's purse: 30,000,000 won.

This is the newest domestic Korean tournament. After only one year the total prize money has been increased to 300,000,000 won and the winner's purse to 40,000,000 won, making it and the Myungin title the richest.

**1st Tekron Cup:** Yoo Chang-hyuk defeated Cho Hoon-hyun 3–2. Final game of the match was played on September 18, 1996.

### Guksu (National Champion)

The final preliminary is an 8-man double-knockout tournament. The winner of the losers' tournament plays the winner of the main tournament in a best-of-three playoff to decide the challenger to the title holder. Best-of-five title match.

Time: 5 hours each; komi: 5 1/2 points.

Total prize money: 150,000,000 won; winner's purse: 18,000,000 won. From 1997 the total prize money will be increased to 200,000,000 won and the winner's purse to 22,000,000 won.

**40th Guksu:** Lee Chang-ho defended his championship title against Cho Hoo-hyun 3–2. Final game of the match on December 21, 1996.

### SBS TV Tournament

A TV lightning-go tournament. Each player is allotted 40 seconds a move but has 10 minutes free thinking time.

Starts with a 7-player knockout tournament. The final is a best-of-three match.

Total prize money: 160,000,000 won; winner's purse: 20,000,000 won.

**5th SBS Tournament:** Yoo Chang-hyuk defeated Lee Chang-ho 2–1. Final game of the match played on March 25, 1997.

### Kisung (Kisei) Title

Challenger to the title holder decided by an 8-player league. Best-of-seven title match.

Time: 5 hours each; komi: 5 1/2 points.

Total prize money: 160,000,000 won; winner's purse: 18,000,000 won.

**8th Kisung:** Lee Chang-ho defended his title against Choi Myung-hoon 5-dan 4–2. Final game of the match played on February 10, 1997.

### Pae-dal Wangki (Korean Go King) Title

The final preliminary is a 16-man knockout tournament. The two survivors play a best-of-five match.

Time: 4 hours each; komi: 5 1/2 points.

Total prize money: 150,000,000 won; winner's purse: 20,000,000 won.

**4th Pae-dal Wangki:** Cho Hoon-hyun took the title from Lee Chang-ho 3–2. Final game of the match played on May 8, 1997.

### Kiwang (Go King) Title

Challenger to the title holder decided by an 8-player league. Best-of-five title match.

Time: 5 hours each; komi: 5 1/2 points.

Total prize money: 130,000,000 won; winner's purse: 12,000,000 won.

**20th Kiwang:** Cho Hoon-hyun took the title from Lee Chang-ho 3–2. Final game of the match played on June 10, 1996.



### **Myungin (Meijin) Title**

The final preliminary is a 16-man knock-out tournament. The two survivors play a best-of-three match to decide the challenger to the title holder. Best-of-five title match.

Time: 5 hours each; komi: 5 1/2 points.

Total prize money: 130,000,000 won; winner's purse: 11,000,000 won.

From 1997 the total prize money will be increased to 300,000,000 won and the winner's purse will be raised to 40,000,000 won, making this and the Tekron Cup the top Korean titles.

**27th Myungin:** Lee Chang-ho defeated Choi Myung-hoon 3–2. Final game of the match played on September 30, 1996.

### **BC Card Cup**

The final preliminary is a 16-man knock-out tournament. The two survivors play a best-of-three match to decide the challenger to the title holder. Best-of-five title match.

Time: 4 hours each; komi: 5 1/2 points.

Total Prize Money: 130,000,000 won; winner's purse: 11,000,000 won.

From next year's cup, the sponsors have changed the format. The tournament is now open only to Korean players from 1-dan to 5-dan and its name is now BC Card Cup: Sinin Wang (King of the New Stars). Prize money is almost the same as before, except that the winner's purse has been reduced to 10,000,000 won.

**7th BC Card Cup:** Lee Chang-ho took the title from Cho Hoon-hyun 3–1. Final game of the match played on June 5, 1997.

### **Bacchus Cup: Chunwon Title**

The final preliminary is a 16-man knock-out tournament. The two survivors play a best-of-five match.

Time: 5 hours each; komi: 5 1/2 points.

Total prize money: 110,000,000 won; winner's purse: 11,000,000 won.

The Bacchus Cup is an old Korean tournament dating back to 1983. Last year it changed its name to the Chunwon (Tengen, in Japanese).

**1st Bacchus Cup — Chunwon Title:** Lee Chang-ho defeated Cho Hoon-hyun 3–2. Final game played on December 13, 1996.

### **Paewang (Monarch) Title**

The final preliminary is a 16-man knock-out tournament. The two survivors play a best-of-three match to decide the challenger to the title holder. Best-of-five title match.

Time: 5 hours each; komi: 5 1/2 points.

Total prize money: 100,000,000 won; winner's purse: 12,000,000 won.

**32nd Paewang:** Cho Hoon-hyun defended his title against Yoo Chang-hyuk 3–1. Final game of the match played on April 28, 1997.

### **Gukgi (National Go Championship)**

The final preliminary is a 16-man knock-out tournament. The two survivors play a best-of-three playoff to decide the challenger to the title holder. Best-of-five match for the championship.

Time: 5 hours each; komi: 5 1/2 points.

Total prize money: 100,000,000 won; winner's purse: 11,100,000 won.

**19th Gukgi:** Lee Chang-ho defended the championship by defeating Yang Jae-ho 9-dan 4–2. Final game of the match played on December 16, 1996.

### **Chaigowi (Top Position) Title**

The final preliminary is a 15-man knock-out tournament. Loser of the previous year's title match is seeded into the semifinals. The final is a best-of-three playoff to determine the challenger to the title holder, with a best-of-five title match.

Time: 5 hours each; komi: 5 1/2 points.

Total prize money: 100,000,000 won; winner's purse: 10,000,000 won.

**36th Chaigowi:** Lee Chang-ho defended his title by defeating Cho Hoon-hyun 3–2. Final game of the match played on March 3, 1997.

### **Paduk Wang (King of Paduk) Title KBS TV Lightning Go Tournament)**

The final preliminary is a double-knock-out tournament. The winner of the losers' tournament plays the winner of the main tournament in a best-of-three match for the title.

Total prize money: 96,000,000 won; winner's purse: 11,000,000 won.

**15th Paduk Wang:** Cho Hoon-hyun defeated Lee Chang-ho 2–1. Final game of the match played on April 17, 1997.



## Daewang (Great King) Title

The final preliminary is a double-knock-out tournament. The winner of the losers' tournament plays the winner of the main tournament in a best-of-three playoff to decide the challenger to the title holder. Best-of-five title match.

Time: 5 hours each; komi: 5 1/2 points.

Total prize money: 73,000,000 won; winner's purse: 8,000,000 won.

**14th Daewang:** Lee Chang-ho defeated

Lee Sung-jae 4-dan 3–0. Final game of the match played on February 5, 1997.

Lee Sung-jae is a promising 19-year-old player. He beat Cho Hoon-hyun 9-dan in the first round of this tournament, Kim Dong-myun 6-dan in the next, and then beat Seo Bong-soo 9-dan to guarantee himself a place in the playoff where he again met Cho Hoon-hyun and beat him 2–1, earning the right to challenge Lee Chang-ho for the title.

Note: Dollar-won exchange rate is approximately US\$1 = 890 won as of August 18, 1997.

## The Top Ten Korean Players

**Best winning percentages in Korean tournaments through July 25, 1997 for 6-dan and above.**

|                        |                |                          |                |
|------------------------|----------------|--------------------------|----------------|
| 1. Lee Chang-ho 9-dan  | 41–12 (77.36%) | 6. Kim Dong-myun 6-dan   | 17–11 (60.71%) |
| 2. Seo Bong-soo 9-dan  | 26–10 (72.22%) | 7. Cho Dae-hyun 8-dan    | 15–10 (60.00%) |
| 3. Cho Hoon-hyun 9-dan | 40–18 (69.00%) | 8. Kim Dong-yup 7-dan    | 17–12 (58.62%) |
| 4. Kim Il-hwan 8-dan   | 15–9 (62.50%)  | 9. Seo Nung-uk 9-dan     | 14–10 (58.33%) |
| 5. Jang Soo-hyun 9-dan | 15–9 (62.50%)  | 10. Cho Kyu-byung 8-dan* | 23–17 (56.10%) |

\*includes one no-result

**Best winning percentages in Korean tournaments through July 25, 1997 for 5-dan and lower.**

|                        |                |                         |                |
|------------------------|----------------|-------------------------|----------------|
| 1. Lee Hyun-uk 2-dan   | 38–11 (77.55%) | 6. Kim Joon-hyung 3-dan | 27–10 (72.97%) |
| 2. Lee Se-dol 1-dan    | 35–10 (76.09%) | 7. Choi Cheol-han 1-dan | 5–2 (71.43%)   |
| 3. Kim Man-soo 2-dan   | 37–13 (75.51%) | 8. Mok Jin-seok 3-dan   | 29–12 (70.73%) |
| 4. Baek Dae-hyun 3-dan | 27–9 (75.00%)  | 9. Lee Hi-seong 2-dan   | 24–10 (70.59%) |
| 5. Yoo Jae-hyung 3-dan | 38–14 (73.08%) | 10. Cho Han-seung 2-dan | 24–10 (70.59%) |

**Top ten Korean players according to the Chinese rating system (see page 45) through June 1997.**

|                          |       |                         |       |
|--------------------------|-------|-------------------------|-------|
| 1. Cho Hoon-hyun 9-dan   | 2,694 | 6. Choi Kyu-byung 8-dan | 2,547 |
| 2. Lee Chang-ho 9-dan    | 2,670 | 7. Yang Jae-ho 9-dan    | 2,543 |
| 3. Seo Bong-soo 9-dan    | 2,610 | 8. Jang Soo-hyun 9-dan  | 2,542 |
| 4. Seo Nung-uk 9-dan     | 2,550 | 9. Yoo Chang-hyuk 9-dan | 2,522 |
| 5. Choi Myung-hoon 5-dan | 2,548 | 10. Kim Il-hwan 8-dan   | 2,519 |



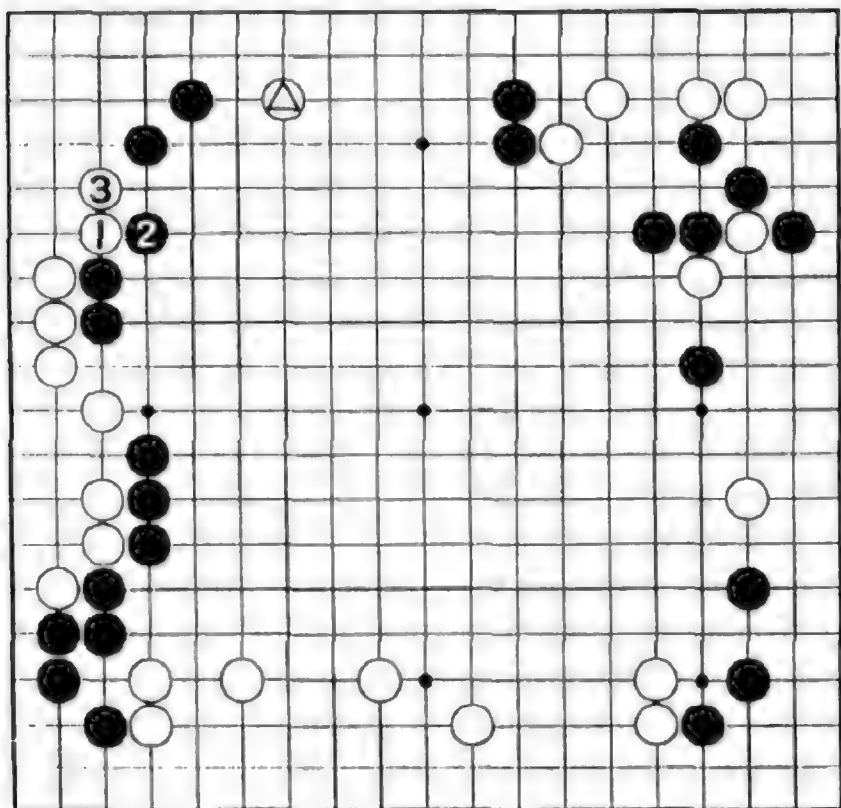
# Highlights from Korean Tournaments

*Analysis by Yoo Chang-hyuk 9-dan*

## 4th Pae-dal Wang Title Match

White: Cho Hoon-hyun

Black: Lee Chang-ho



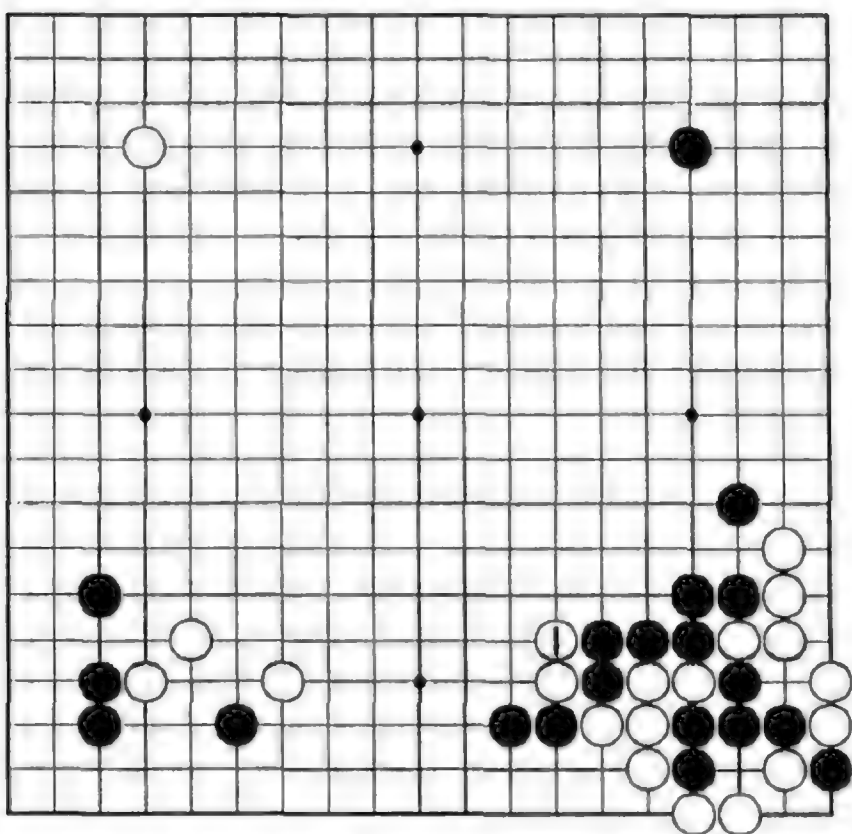
*4th Pae-dal Wang Title Match: Game Three*

White put off looking after the safety of his marked stone and expanded his territory on the left with 1 and 3. What is the most effective way for Black to attack this stone?

## 2nd Tekron Tournament

White: Wu Songsheng 9-dan

Black: Yoo Chang-hyuk 9-dan



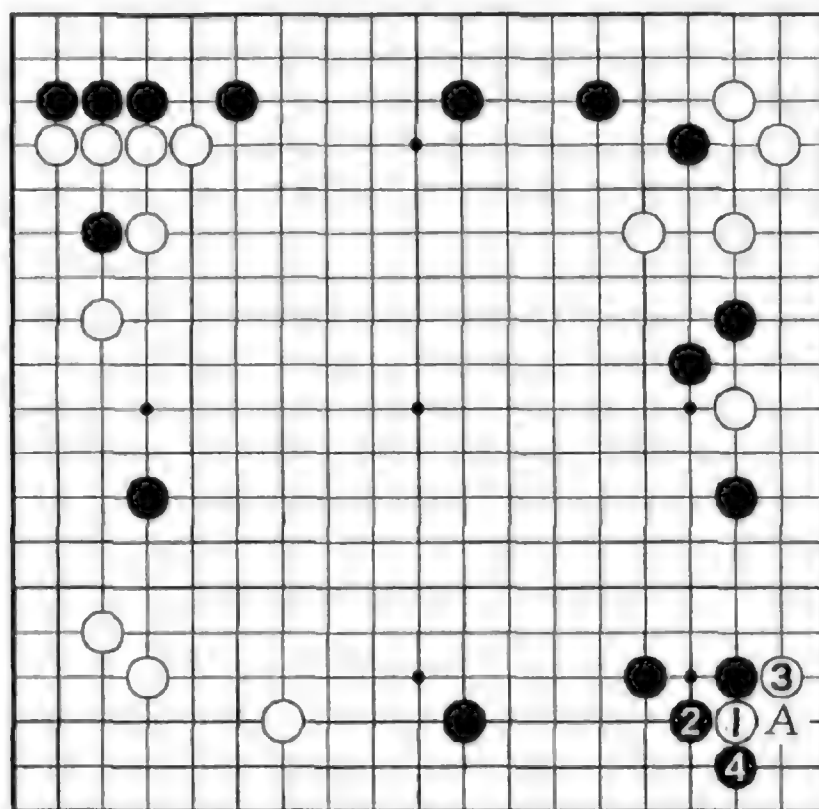
*2nd Tekron Tournament: 1st Round*

White played 1, intending to start a fight, but Black had a good counterattack.

## 32nd Paewang Title Match

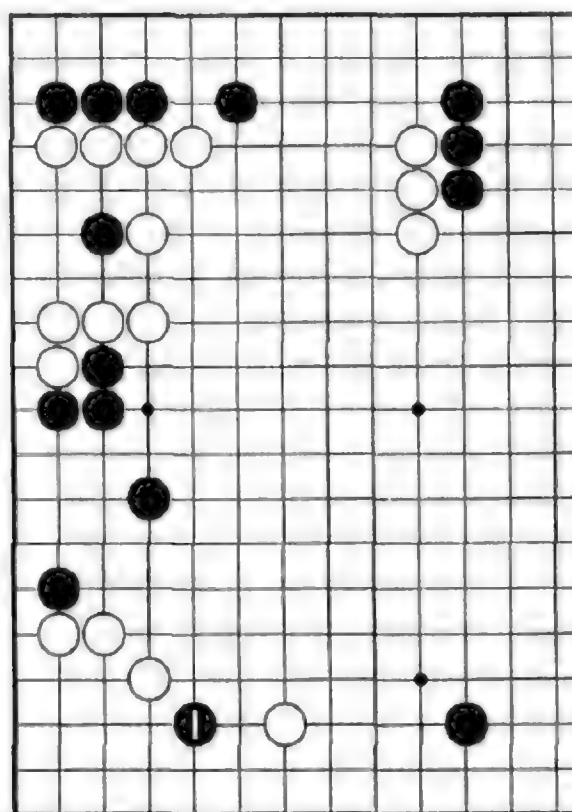
White: Yoo Chang-hyuk

Black: Cho Hoon-hyun



*32nd Paewang Title Match: Game Three*

White probed with 1 and 3 to see how Black would respond. After Black 4, how should White continue?



*32nd Paewang Title Match: Game Three*

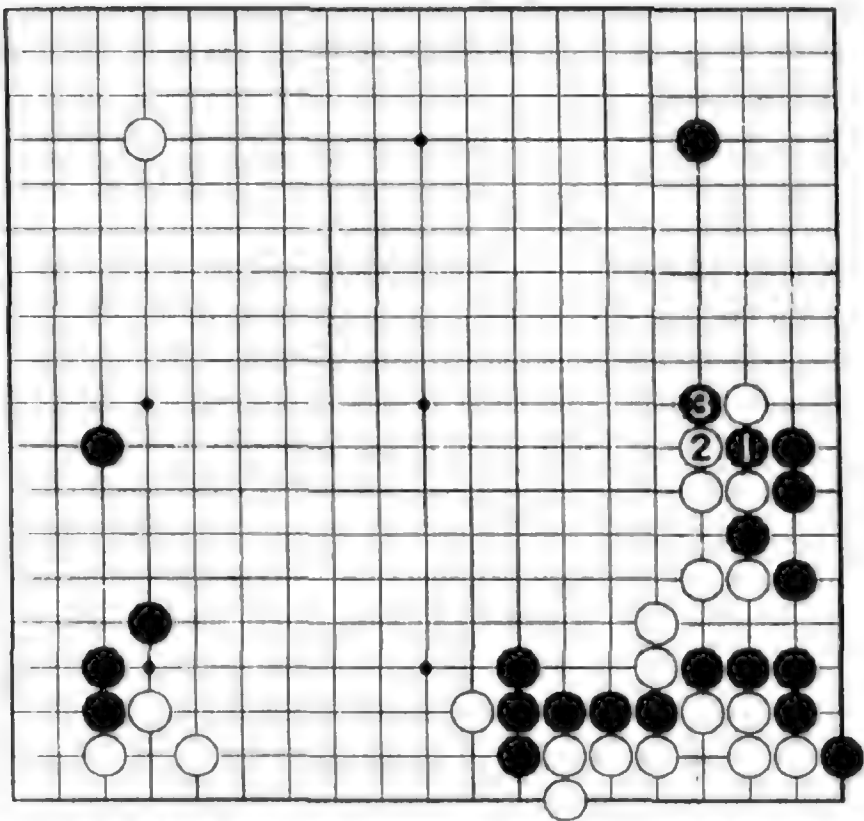
This position is from the same game. How should White respond to Black's invasion at 1?



### 28th Myungin Tournament

White: Mok Jin-seok 3-dan

Black: Choi Myung-hoon 5-dan



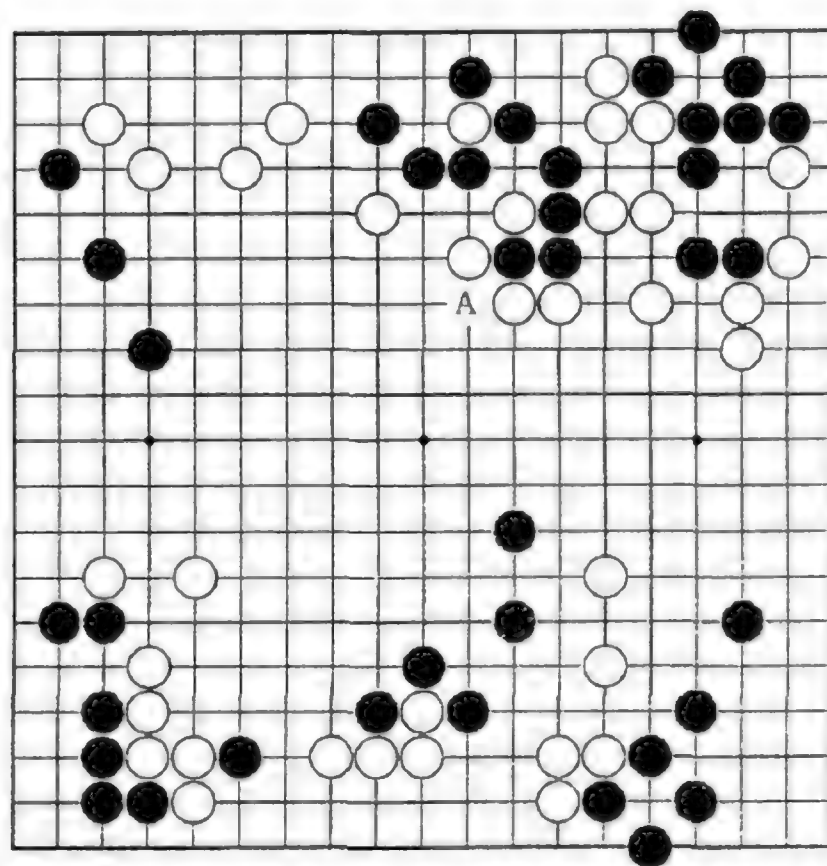
28th Myungin Tournament: Round Two

Black cut through with 1 and 3. How should White continue?

### 32nd Paewang Tournament

White: Yoo Chang-hyuk 9-dan

Black: Lee Sang-hoon 4-dan



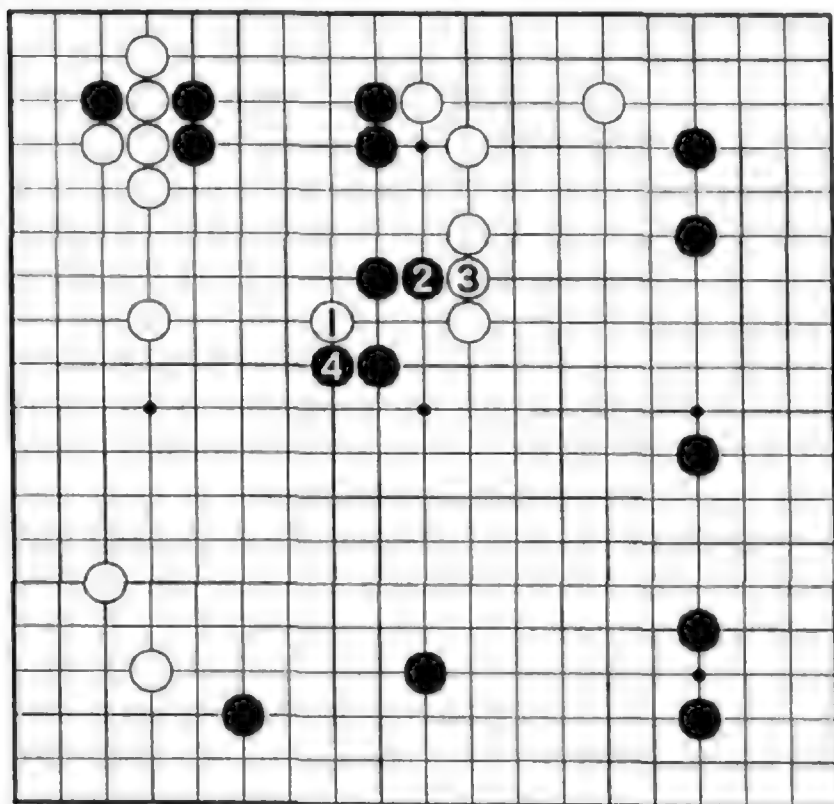
32nd Paewang Tournament: Semifinal Round

It is White's turn to play. How should he attack the five black stones at the bottom? What about the cut of Black A?

### 31st Wangwi League

White: Choi Kyu-Byung 8-dan

Black: Seo Bong-soo 9-dan



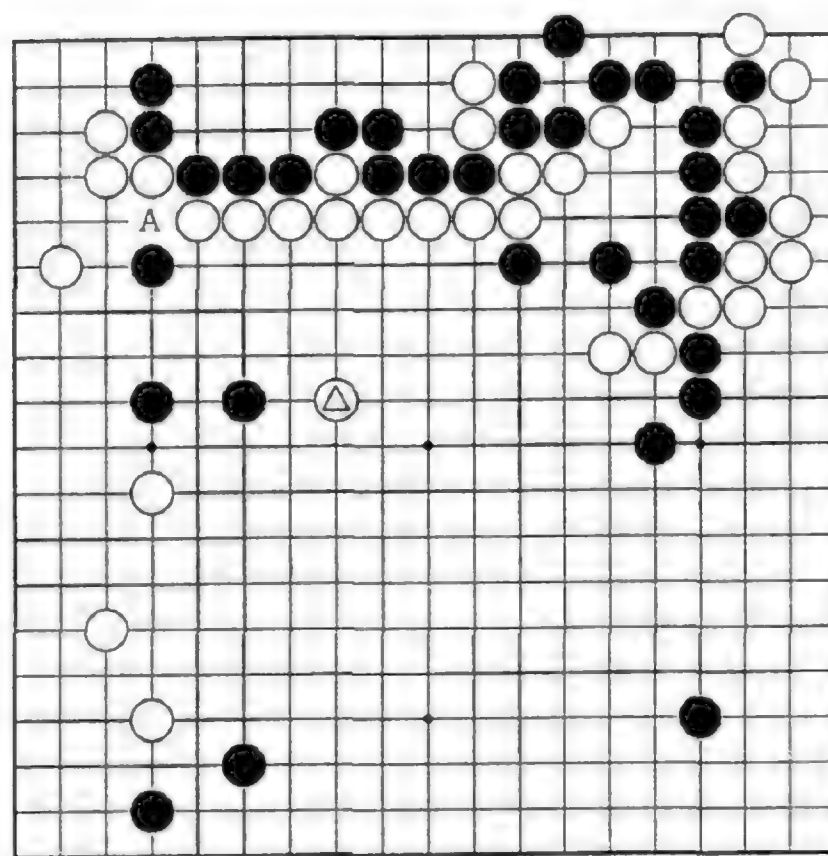
31st Wangwi League

Black wasn't going to submit to White's peep. First he attacked with 2, then blocked with 4. What should White do?

### 2nd LG Cup Tournament

White: Seo Bong-soo 9-dan

Black: Chang Hao 8-dan



2nd LG Cup Tournament: Round Two

White has capped with the marked stone, leaving behind a cut at A. How should Black defend?



## 4th Pae-dal Wang Title Match

The Pae-dal Wang title is decided in a best-of-five match. Cho Hoon-hyun won this game (the third, played on April 25), as well as the first (played on March 12), to take a one-game lead. Lee came back strong to win the next two games and defend his title.

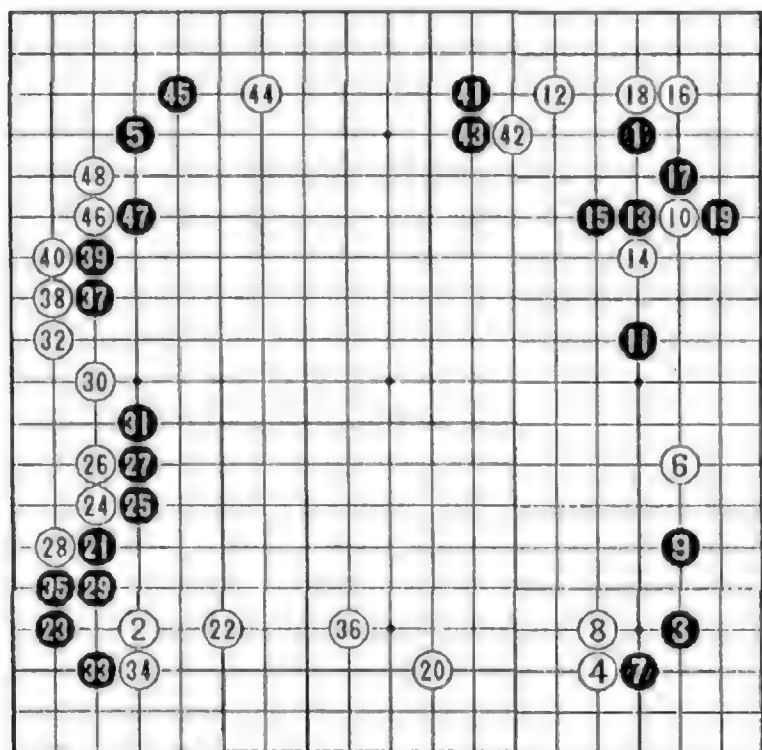


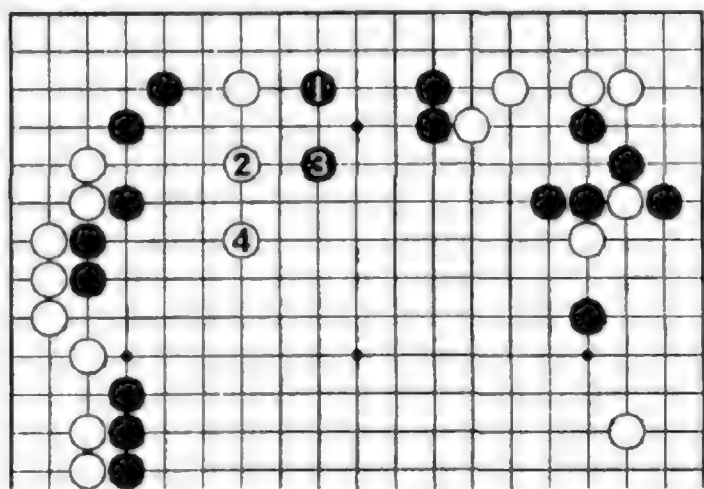
Figure 1 (1-48)

Figure 1 (1-48)

Black should have extended to 31 instead of sliding to 23. The middle game began when White invaded at 44. White 46 and 48, although big territorially, were premature. After 48, attacking the stone at 44 is the logical thing to do.

*Dia. 1 (An ordinary move)*

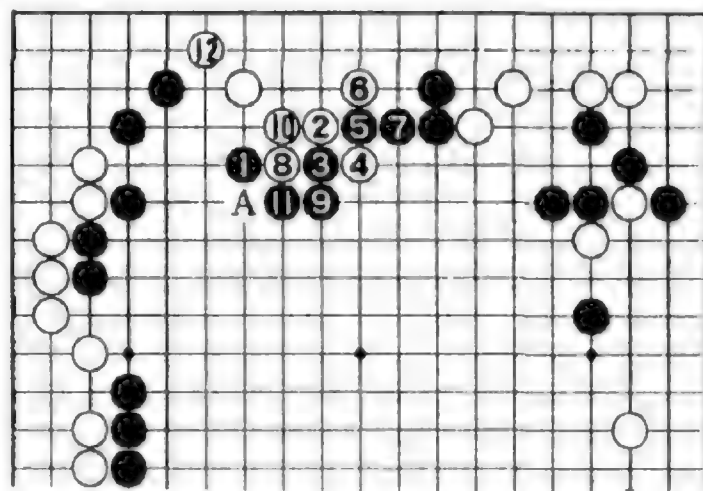
Black 1 is not interesting. After White jumps to 4, Black's attack has run out of steam.



Dia. 1

*Dia. 2 (Black is dissatisfied)*

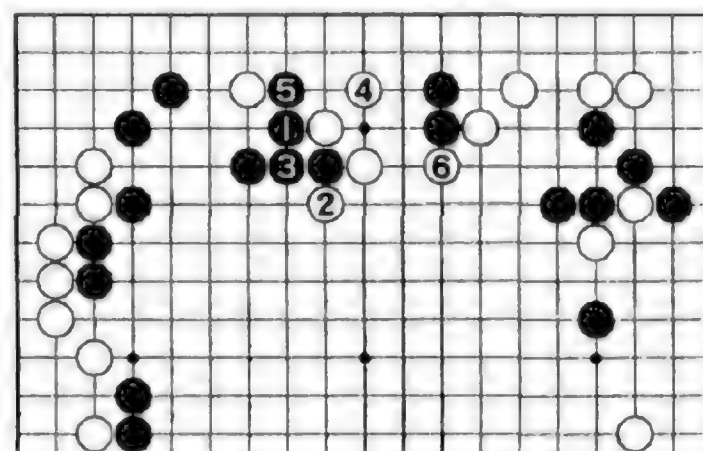
Black caps the white stone with 1. Black 3 and 5 seem to be severe moves, but White can get a living shape with the sequence up to 12. Next, Black has to worry about the cutting point at A.



Dia. 2

*Dia. 3 (Black's failure)*

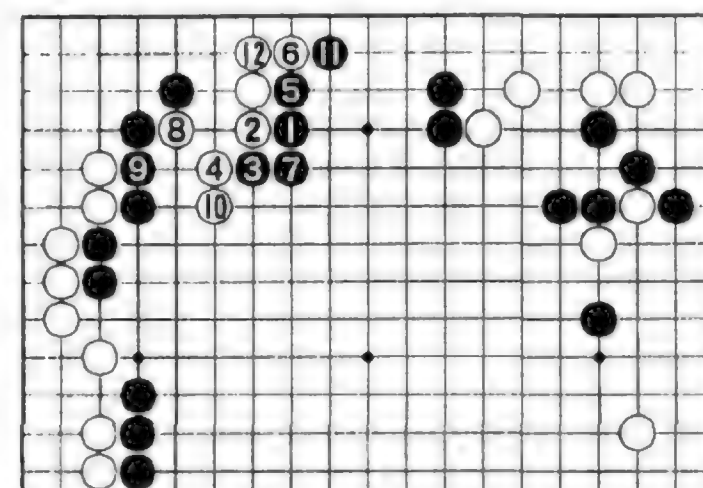
Black could go after the white stone on the left with 1 and 5, but White is able to capture two black stones on the right with 4 and 6.



Dia. 3

*Dia. 4 (Black is dissatisfied)*

The shoulder hit of Black 1 is another variation. Blocking with 3 and 5 are severe moves, but White escapes into the center with 10.



Dia. 4

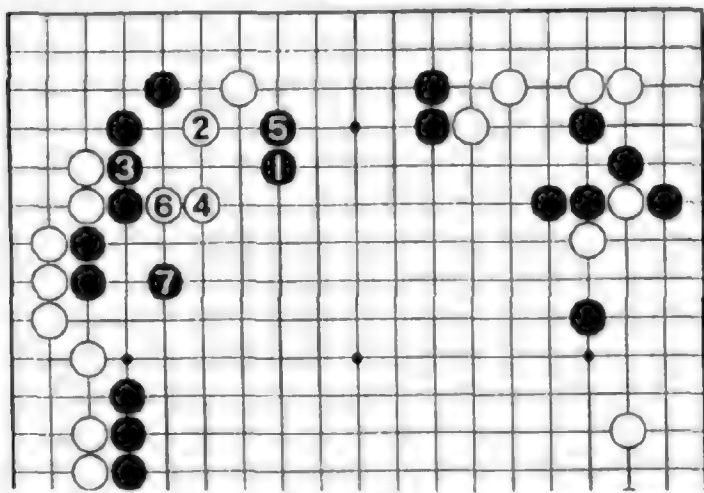
*Dia. 5 (The best way to attack)*

Black 1 is the strongest move. If White 2, the sequence to Black 7 leaves White with a heavy group. Black will gain an advantage by attacking it.

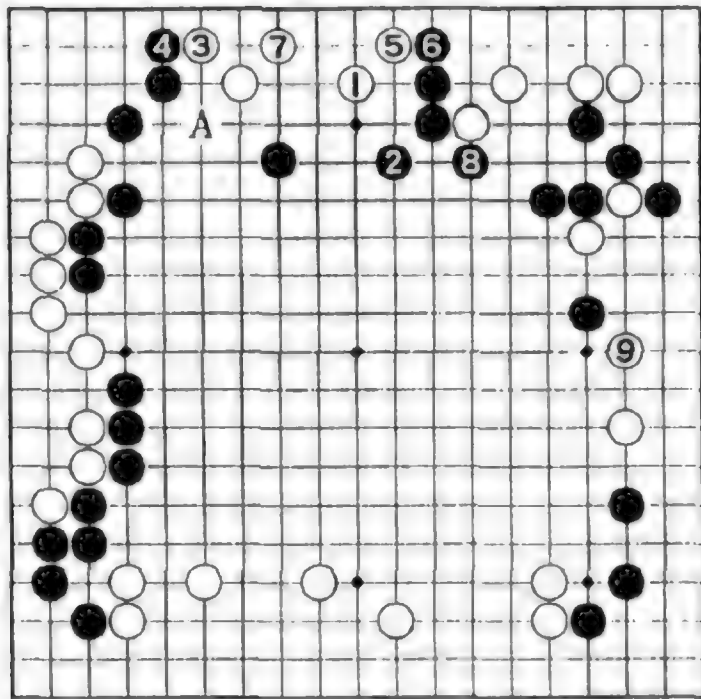
*Dia. 6 (Overly defensive)*

Black 2 is an overly defensive response to White 1. White can settle his stones at the top with the sequence to 7. Later, White A will be a severe move.





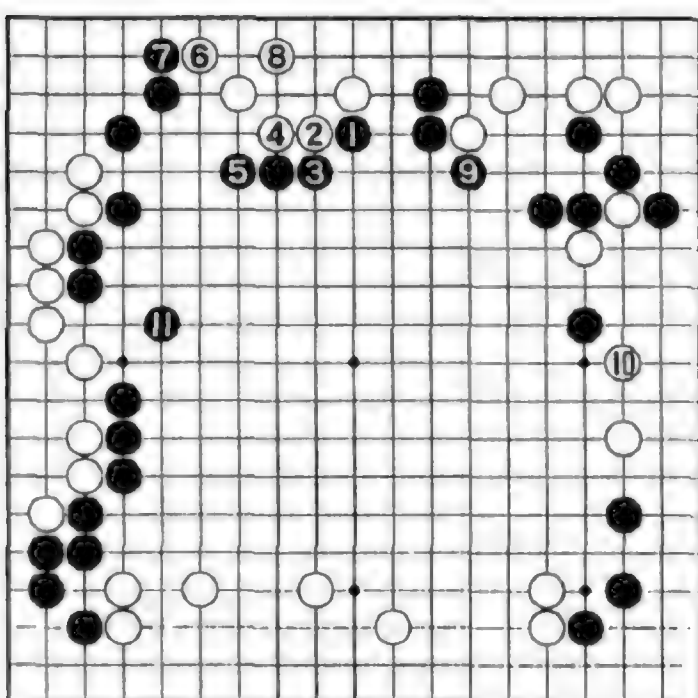
*Dia. 5*



*Dia. 6*

*Dia. 7 (A strong move)*

Attaching at Black 1 is the strongest continuation. With the sequence to 11, Black gets powerful influence in the center.

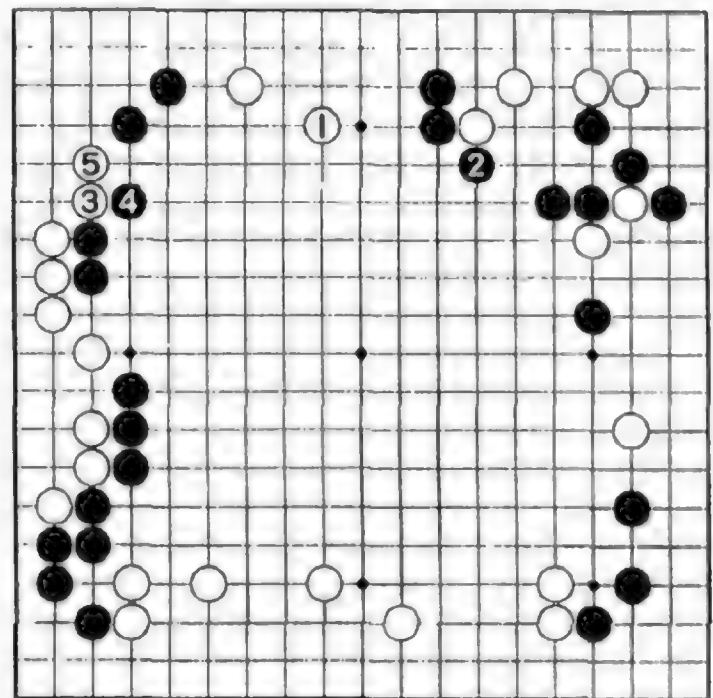


*Dia. 7*

*Dia. 8 (Good for White)*

White 46 and 48 in Figure 1 were not the proper moves. White should have first extended to 1, forcing Black to defend at 2, then played 3 and 5. This way he could have ex-

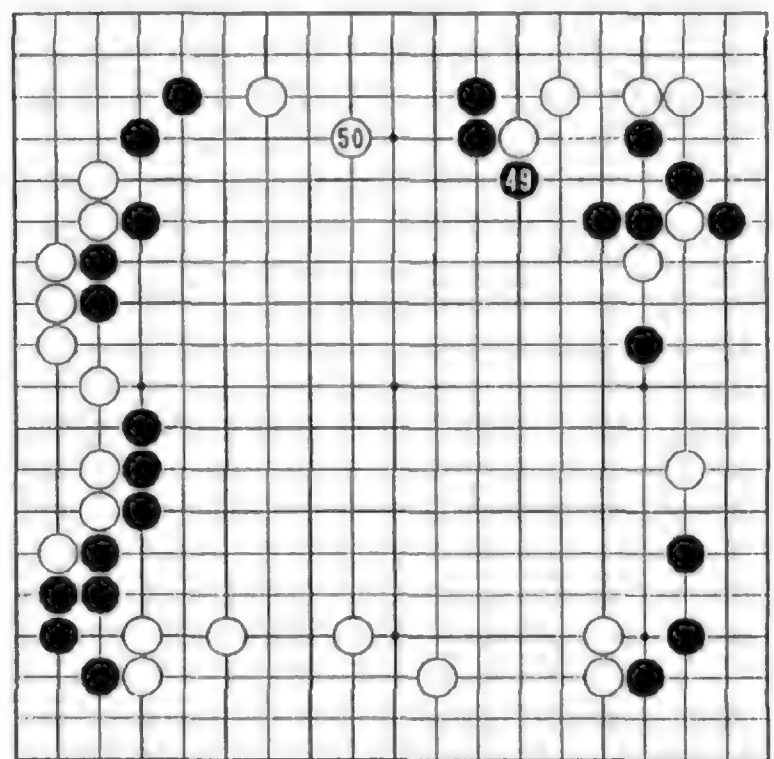
panded his territory on the left and stabilized his stones at the top.



*Dia. 8*

*Figure 2 (49-50)*

In the game, Black played 49. This was a purely defensive move, without a hint of attacking potential. White is off the hook when he extends to 2. The position is the same as *Dia. 8*.



*Figure 2 (49-50)*

## 2nd Tekron Tournament

The Tekron Cup and the Myungin title are the most lucrative domestic Korean tournaments. Each has a total prize fund of 300 million won (about \$335,000) and a first prize of 40,000,000 won (about \$45,000). The challenger in the Tekron Cup is decided by a final 16-player knockout tournament and the two who survive play a best-of-five match.



Wu Songsheng is a Chinese player who pursues his professional career in Korea.

Figure 1 (1-40)

White 8 and 10 are a new pattern. Black 23 was a mistake. He should have first played 1 in *Dia. 1*.

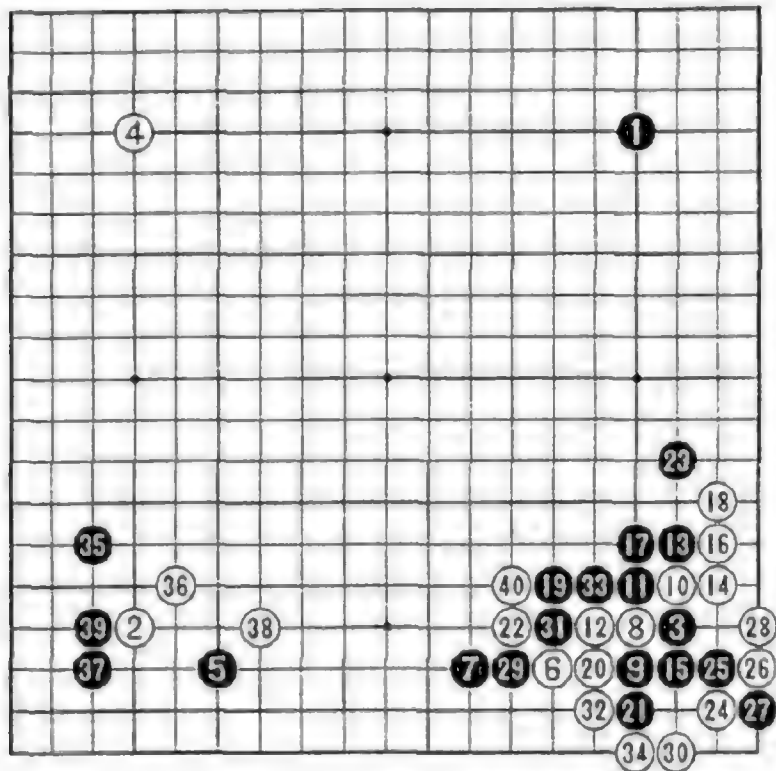
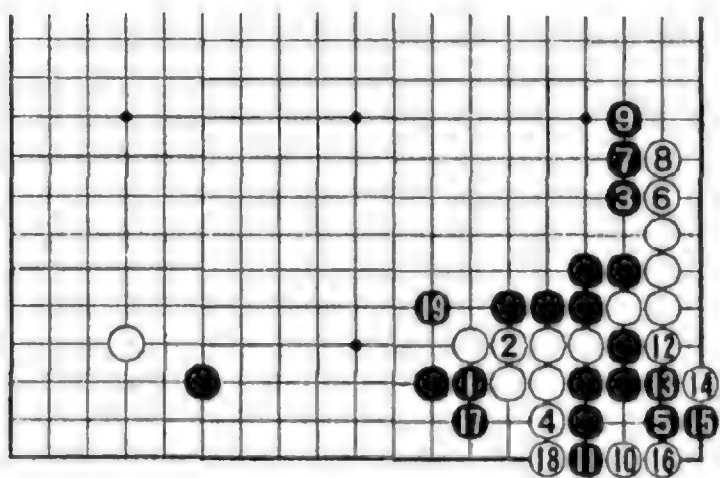


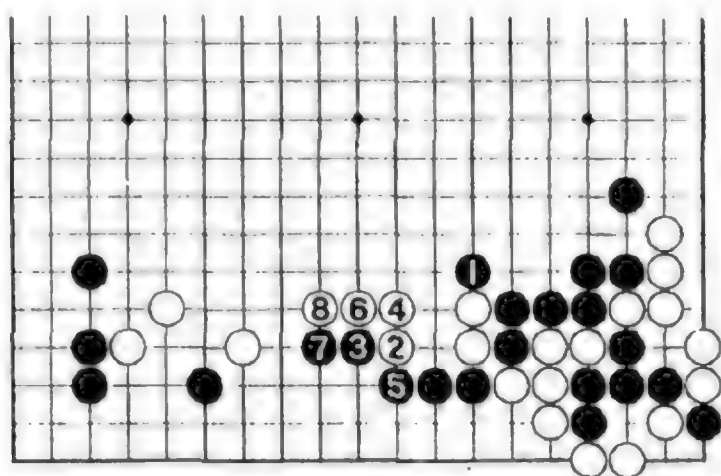
Figure 1 (1-40)



*Dia. 1*

*Dia. 1 (Black is good)*

Black should have first exchanged 1 for White 2, then jumped to 3. The sequence to White 18 is inevitable. Finally, Black plays 19. White must eventually capture the black stones in the corner, when Black squeezes on the outside.



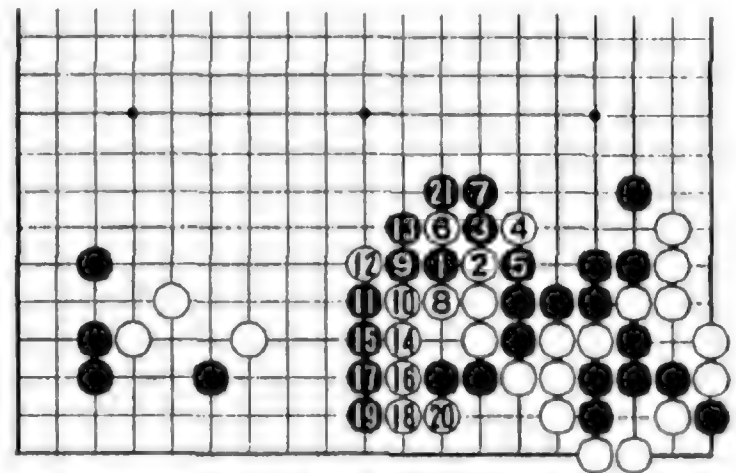
*Dia. 2*

*Dia. 2 (White is dissatisfied)*

The hane of Black 1 is the obvious move, but White presses Black against the bottom with the sequence to 8.

*Dia. 3 (The best move)*

Black 1 is the best move in this position. With the sequence to White 20, Black sacrifices two stones, but confines White to the bottom right and gets a wall radiating influence throughout the board.



*Dia. 3*

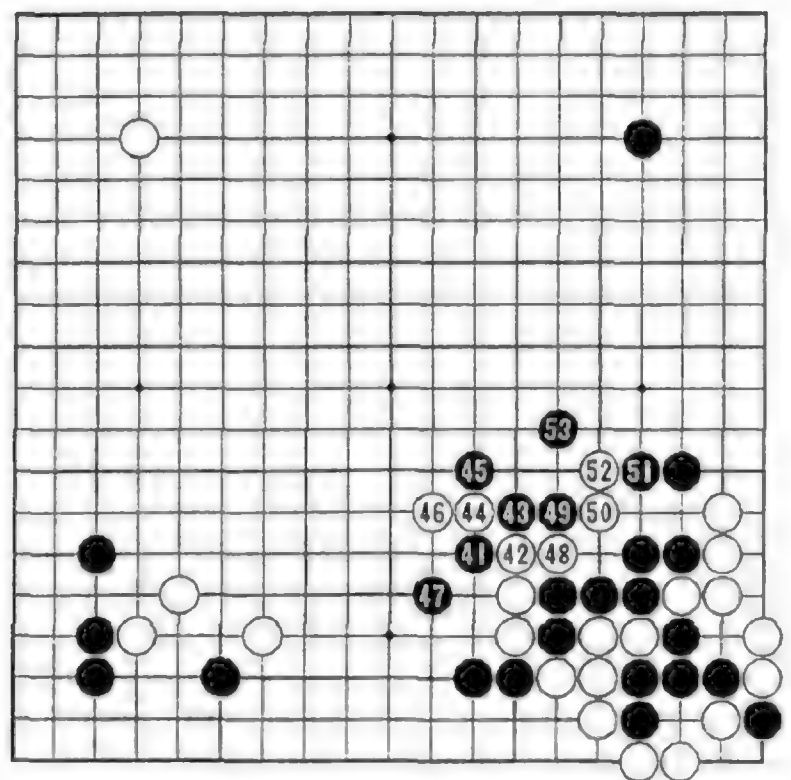


Figure 2 (41-53)

Figure 2 (41-53)

Cutting at 44 is the best White can do, but it doesn't make effective shape. It seems as if the white stones in the center will be captured, but White has a tesuji to save them.

Figure 3 (54-65)

White 54 is the tesuji: it is the only move that saves the white stones. White escapes into the center with the sequence to 64, but Black captures two stones with 65. Black ends up with strong positions on both sides, while White's stones in the center are vulnerable.



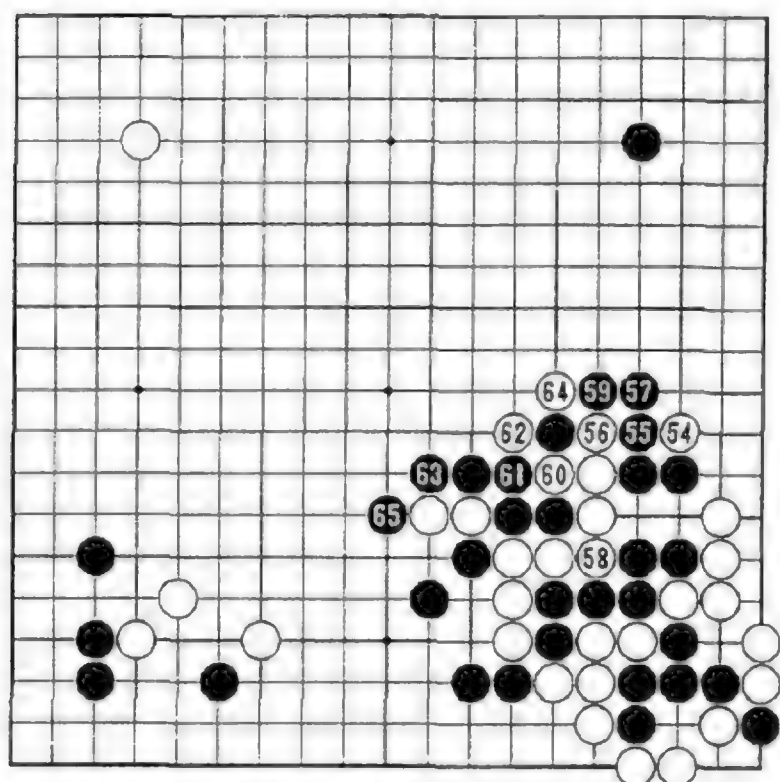
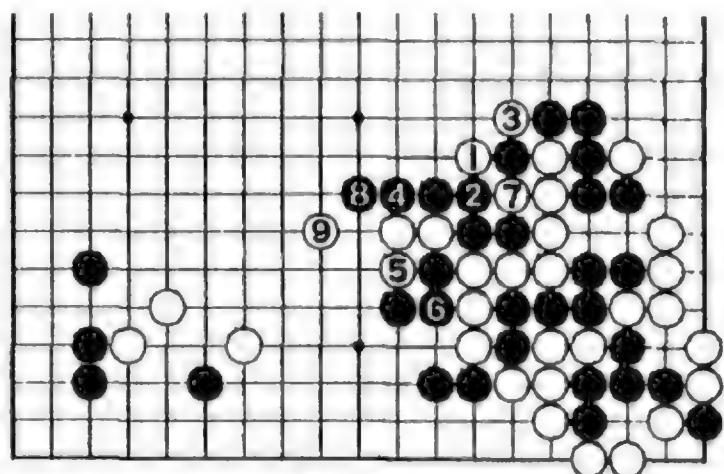


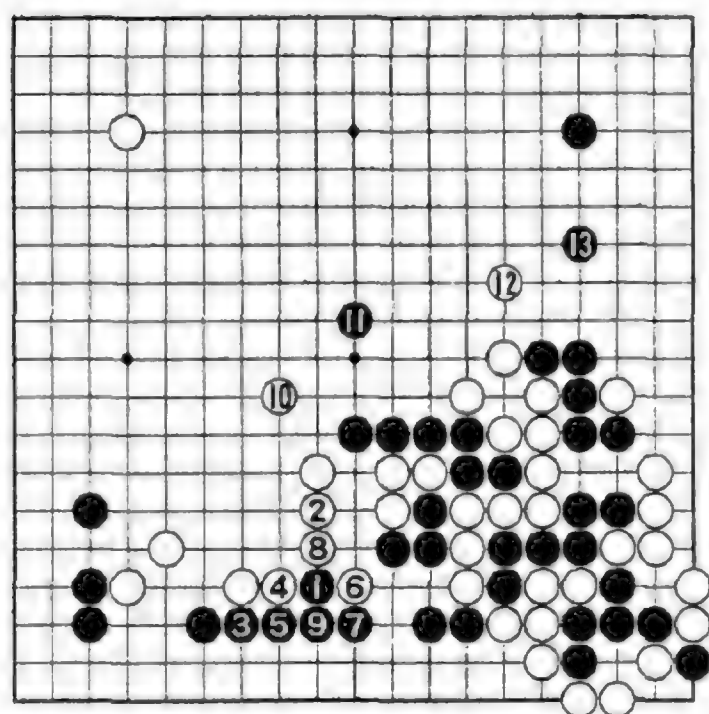
Figure 3 (54-65)

*Dia. 4 (White's best move)*

Instead of White 60 in Figure 3, White should have clamped with 1 here. In answer to Black 4, the atari of White 5 is a strong move. After White jumps to 9 —



Dia. 4



Dia. 5

*Dia. 5 (A difficult fight)*

Black secures territory at the bottom. Next, White 10, which attacks the black stones in the center, is a good move, but Black 11 and 13 put the squeeze on the white group in the center.

This would be a difficult fight.

249 moves. Black wins by 19 1/2 points.

## The 32nd Paewang Title Match

The Paewang (Monarch) is one of the minor Korean titles with a prize fund of 100 million won (about \$112,000) and a first prize of 12 million won (\$13,500). This year's challenger was Yoo Chang-hyuk. Although Yoo won the first game, Cho won the next three games to defend his title by a score of 3-1.

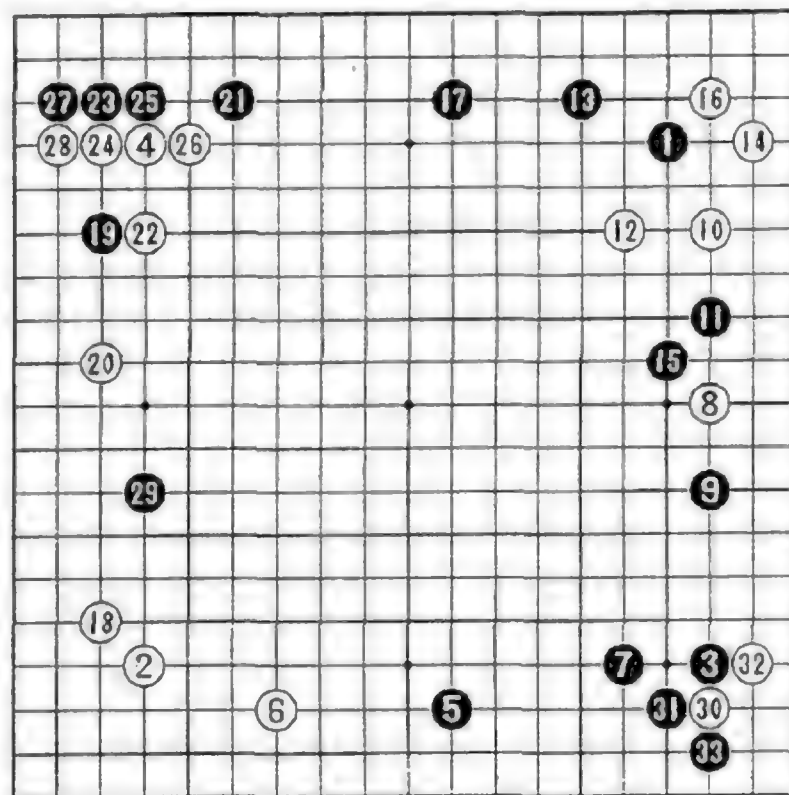
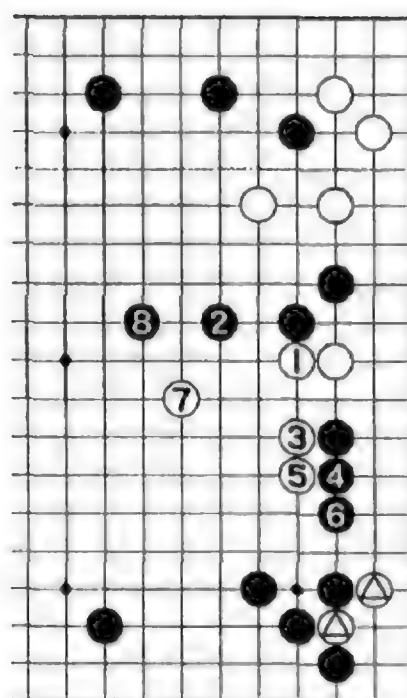


Figure 1 (1-33)

*Figure 1 (1-33)*

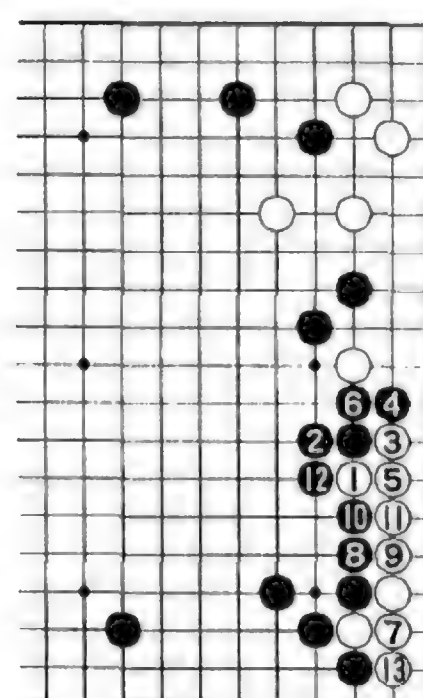
The probing moves of 30 and 32 were dubious, but once played White must make the best of them.



Dia. 1

*Dia. 1 (Lacking a strategy)*

If White pushes at 1, then plays 3 and 5, the two marked white stones have become wasted moves. Any aji that may have existed in the corner is now gone.



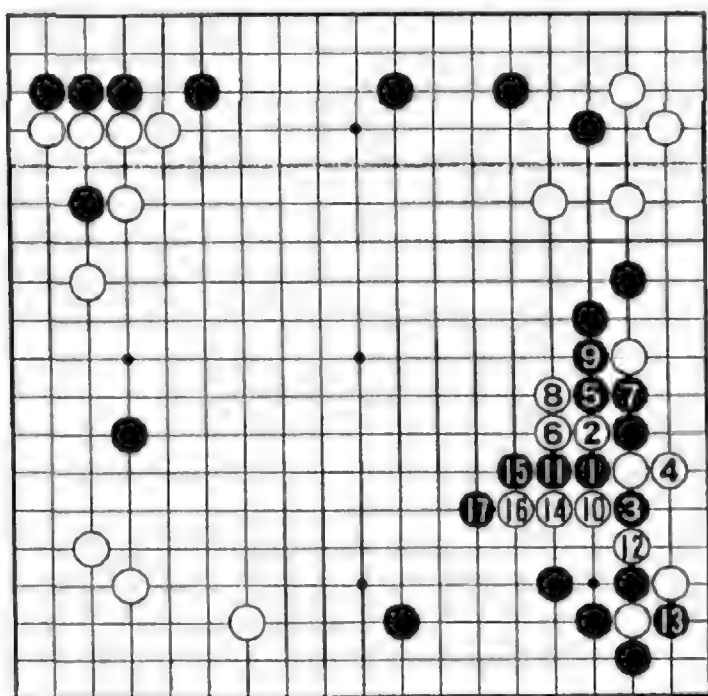
Dia. 2

*Dia. 2 (Utilizing the probing moves)*

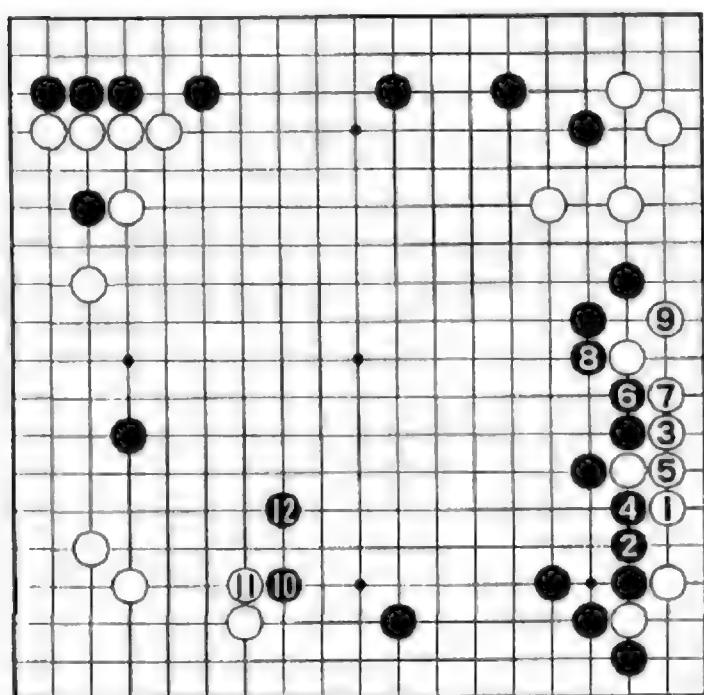
White attaches with 1 and plays the forcing moves of 3 and 5. He then connects at 7 and lives in the lower right with the sequence to 13. Black gets thickness, while White gets territory.

*Dia. 3 (White is in trouble.)*

Instead of 2 in *Dia. 2*, Black could block with 1. If White cuts with 2, Black ataris with 3 and 5. After the sequence to Black 17, the white stones on the right are in trouble.



*Dia. 3*



*Dia. 4*

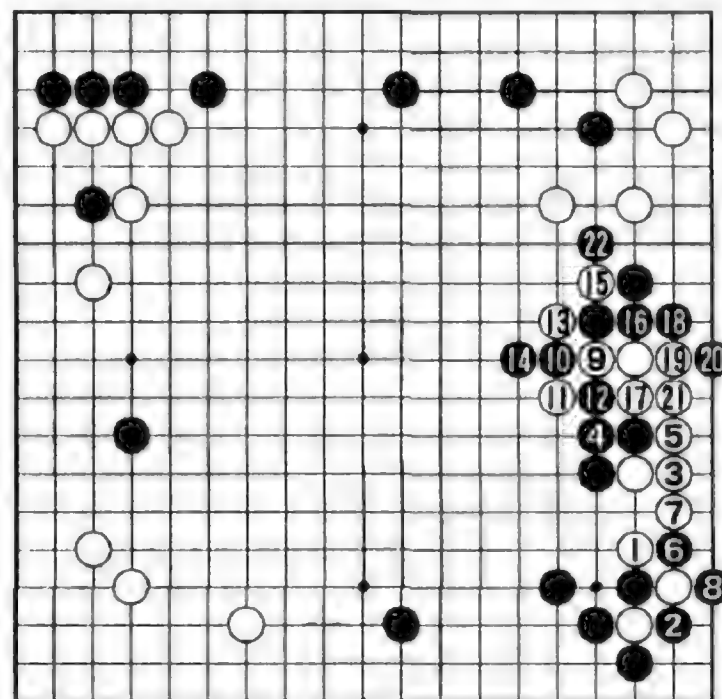
*Dia. 4 (Good for Black)*

If White plays the diagonal move of 1, Black makes a wall with the sequence to 8. After White lives with 9, Black makes a moyo with 10 and 12.

*Dia. 5 (Unreasonable for White)*

After Black 1 in *Dia. 3*, White might atari with 1. However, he can't make eyes after

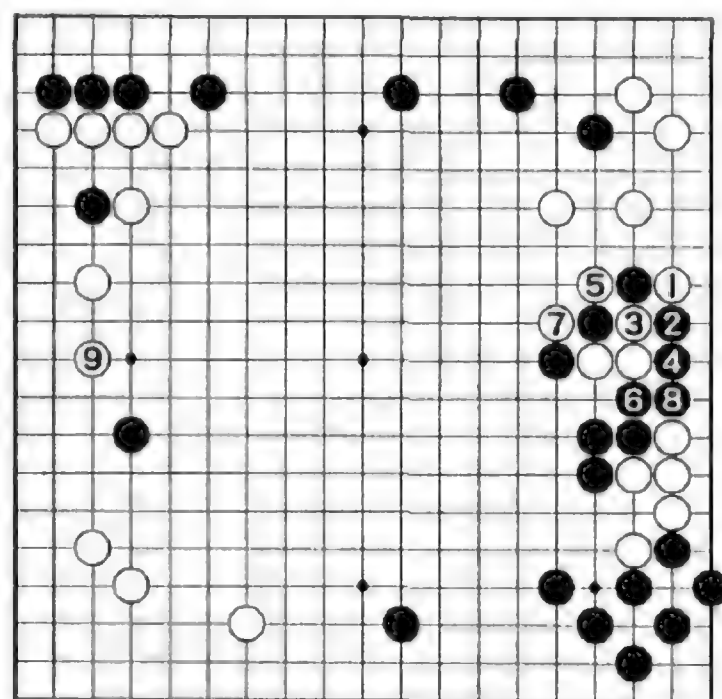
Black captures with 6 and 8, so he must try to break out into the center. But the white stones on the right are in trouble after Black 22.



*Dia. 5*

*Dia. 6 (Good for White)*

Instead of cutting at 11 in *Dia. 5*, White attaches at 1. After the sequence to Black 8, White loses five stones on the lower right, but he has established a thick position in the upper right in sente, so he can take the initiative on the left with 9.



*Dia. 6*

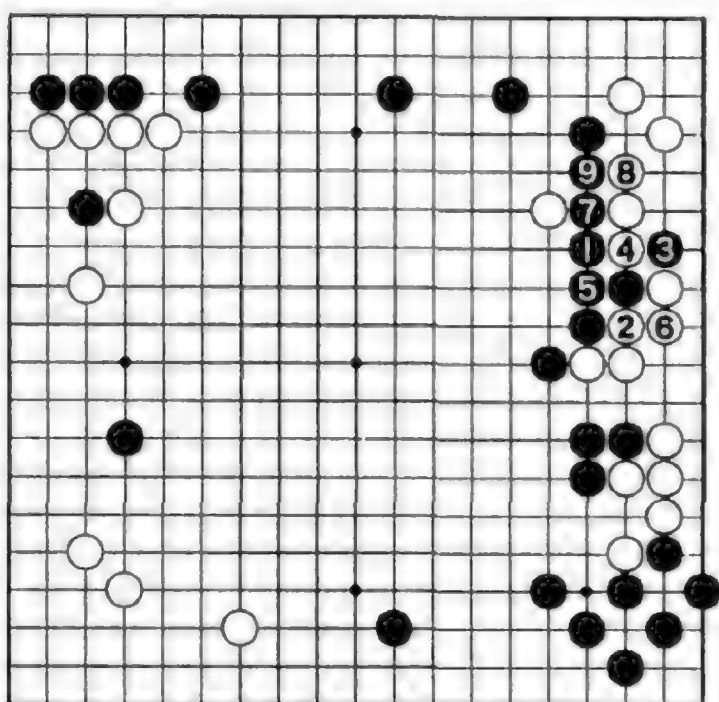
*Dia. 7 (Black's magnificent thickness)*

Instead of the hane of 2 in *Dia. 6*, Black can peep with 1. The sequence continues to Black 9. White is pressed against the side, while Black makes a magnificent thickness from the top to the bottom.

*Figure 2 (34-46)*

After exchanging White 34 for Black 35, White hane at 36. White lived on the side with the sequence to 46.





Dia. 7

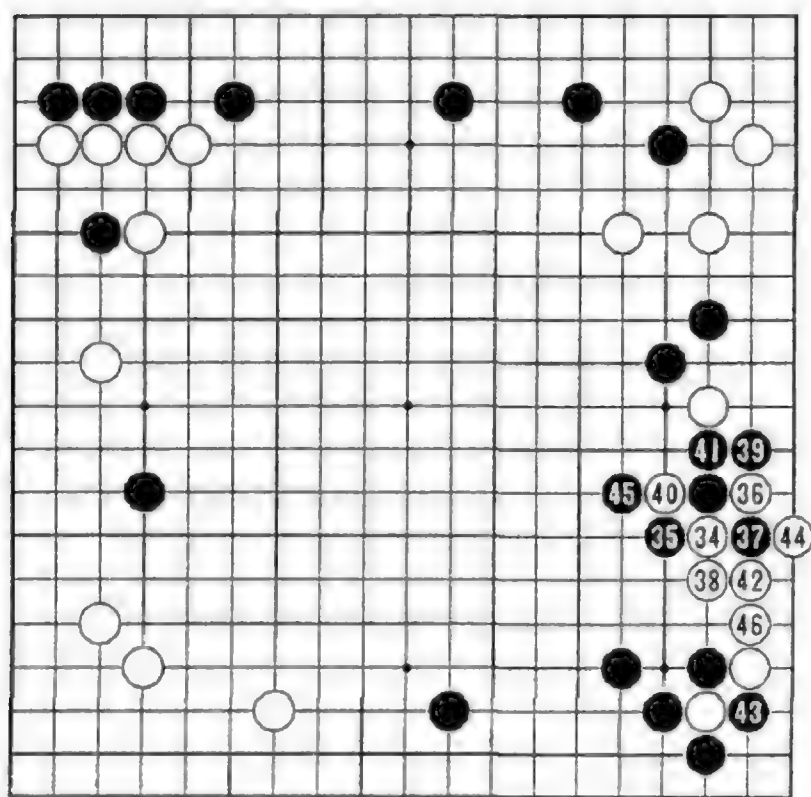
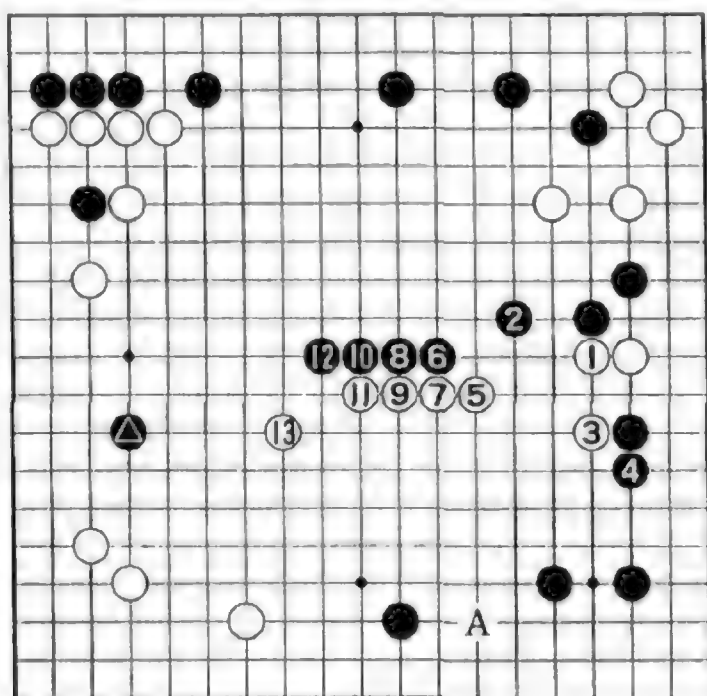


Figure 2 (34-46)

*Dia. 8 (How White should have played)*

White should have simply pushed up with 1 and attached with 3, omitting the probes of 30 and 32 in Figure 1. Continuing to White 13 is best. Although the marked stone is lying in wait, White can aim at invading at A.



Dia. 8

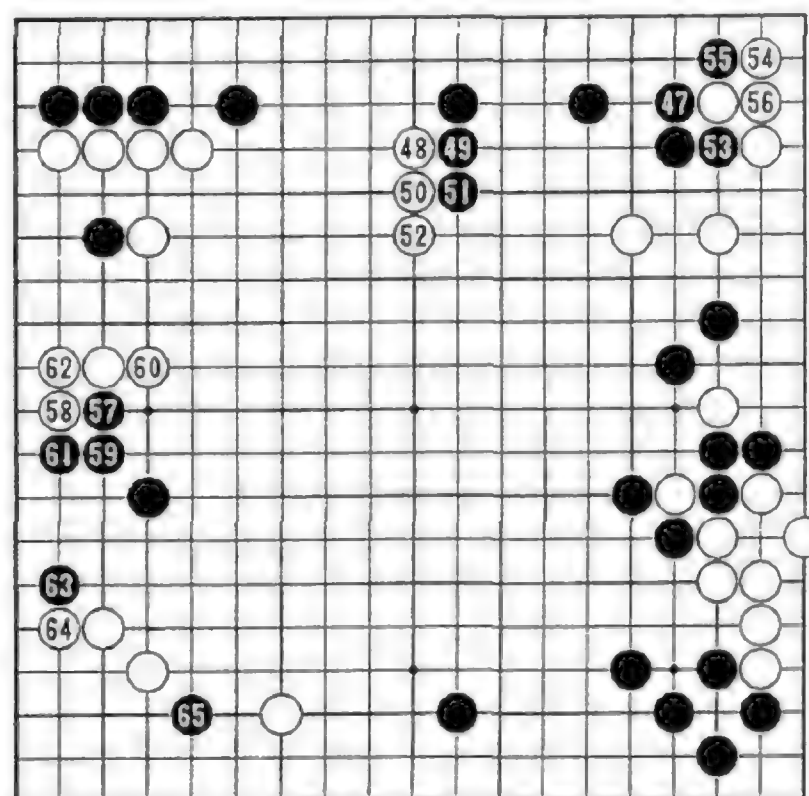


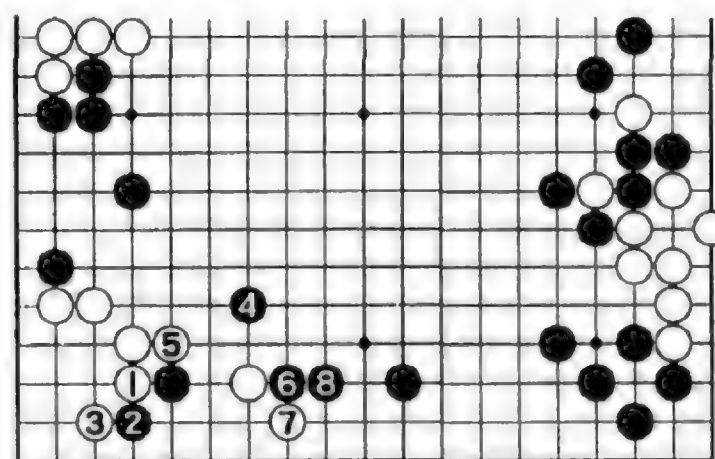
Figure 3 (45-65)

*Figure 3 (47-65)*

After White lived on the right, the action shifted to the top and the left side. Black then exchanged 63 for White 64 and invaded with 65. How do you think White should respond?

*Dia. 9 (The worst move)*

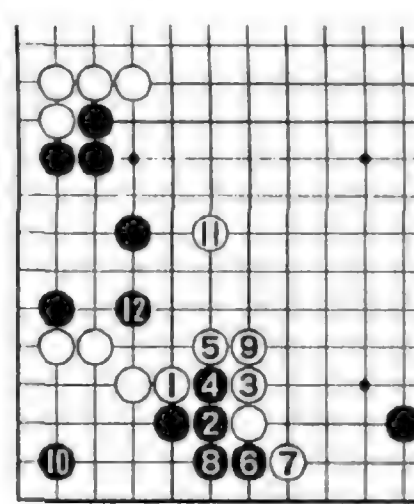
Defending with White 1 is a bad move. Up to 7, White defends his corner, but with 4 to 8, Black builds a huge moyo in the center.



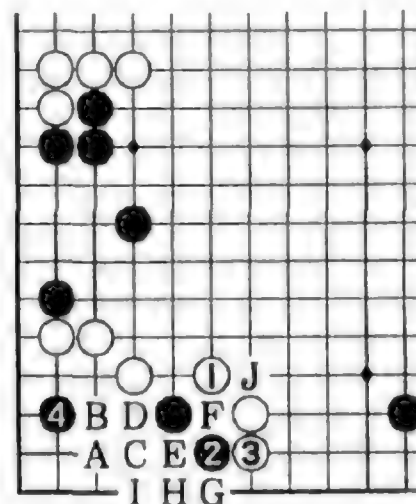
Dia. 9

*Dia. 10 (White's failure)*

Confining Black to the corner is not good either. Black lives by sliding to 10. He can secure his stones on the left with 12 as well.



Dia. 10



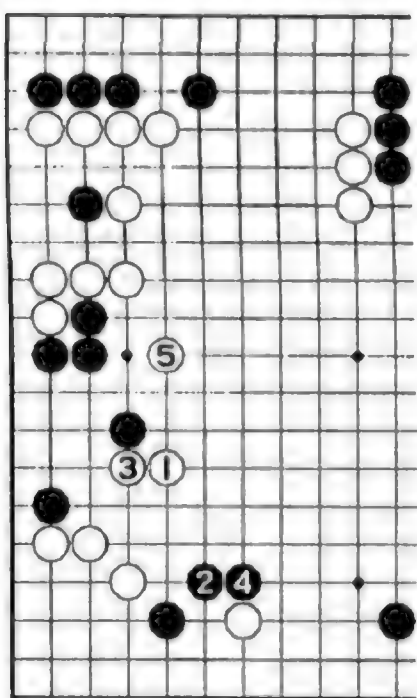
Dia. 11

*Dia. 11 (Also bad)*

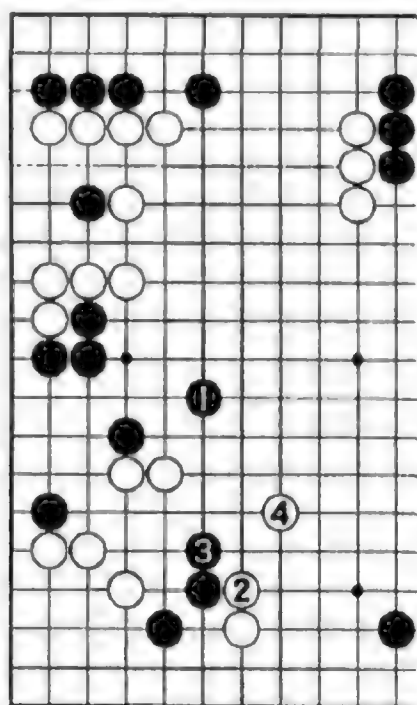
The diagonal move of White 1 also fails. Black lives with 2 and 4. White might try to kill Black with the sequence White A-Black B-White C-Black D-White E-Black F-White G-Black H-White I, but Black cuts at J and White's position collapses.

*Dia. 12 (White's best move)*

Instead of defending his territory in the corner, White should go on the offensive and attack the black group on the left with 1. If Black 2 and 4, White kills Black with 3 and 5.



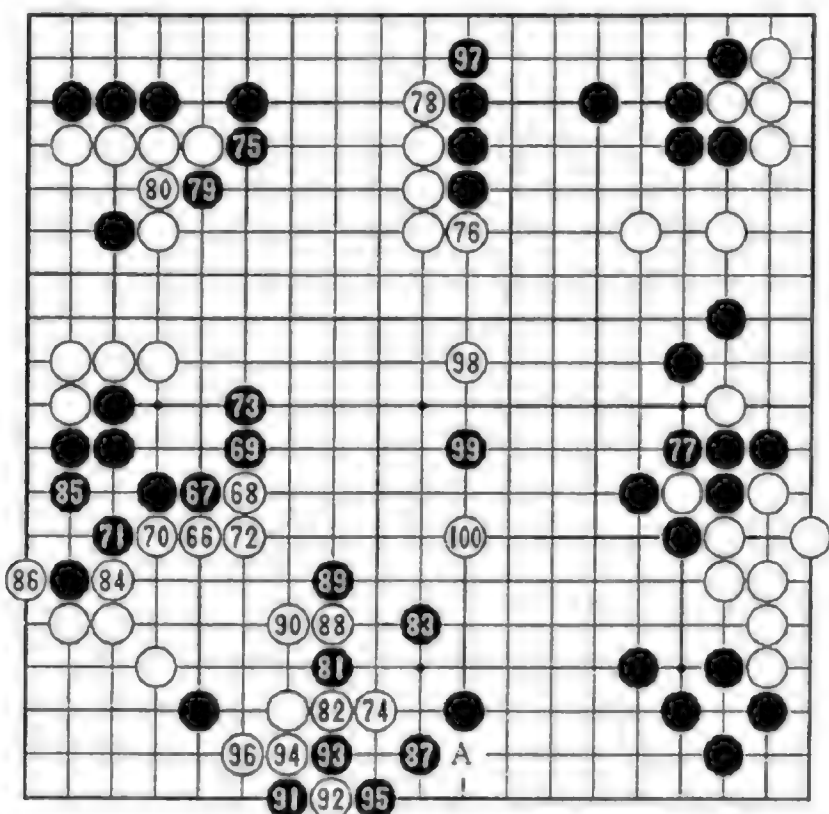
*Dia. 12*



*Dia. 13*

*Dia. 13 (A severe attack)*

After White 3 in *Dia. 12*, Black might jump out to 1, but White launches an attack with 2 and 4. Black has two weak groups to defend, so he is in trouble.



*Figure 4 (66-100)*

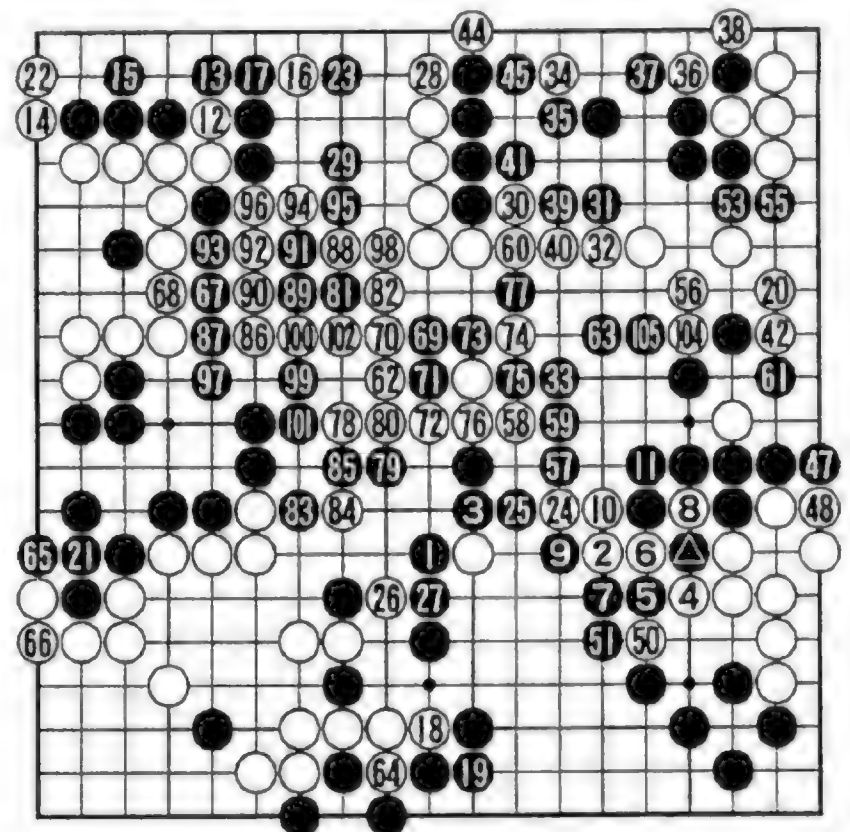
*Figure 4 (66-100)*

Black defended his stones on the left with the sequence to 73, but White made a thick position above the marked stone up to 72, then jumped along the side with 74. This was a great success for White, since Black's marked stone became a wasted move.

White 86 was the losing move. He should have attached at A instead.

*Figure 5 (101-205)*

After Black 205, White is unable to make two eyes for his group in the middle, so he resigned.



*Figure 5 (101-205)*

43, 46, 49, 52, 54: ko at 8 and  $\triangle$   
103: connects at 89

## 28th Myungin Tournament

Choi Myung-hoon was the challenger for last year's Myungin title. He just turned 22 on May 12 and is one of the promising new generation of players to emerge in Korea. He also challenged Lee Chang-ho for the Kisung (Kisei) title last year. His opponent in this game, Mok Jin-seok, is only 17 years old and has made numerous appearances in the late stages of major tournaments. As of June this year, he had a winning percentage of 68.8%.

*Figure 1 (1-43)*

A long and complicated joseki was played out in the lower right with the sequence to 39. White then played a new move with 40. Black immediately cut through with 41 and 43.



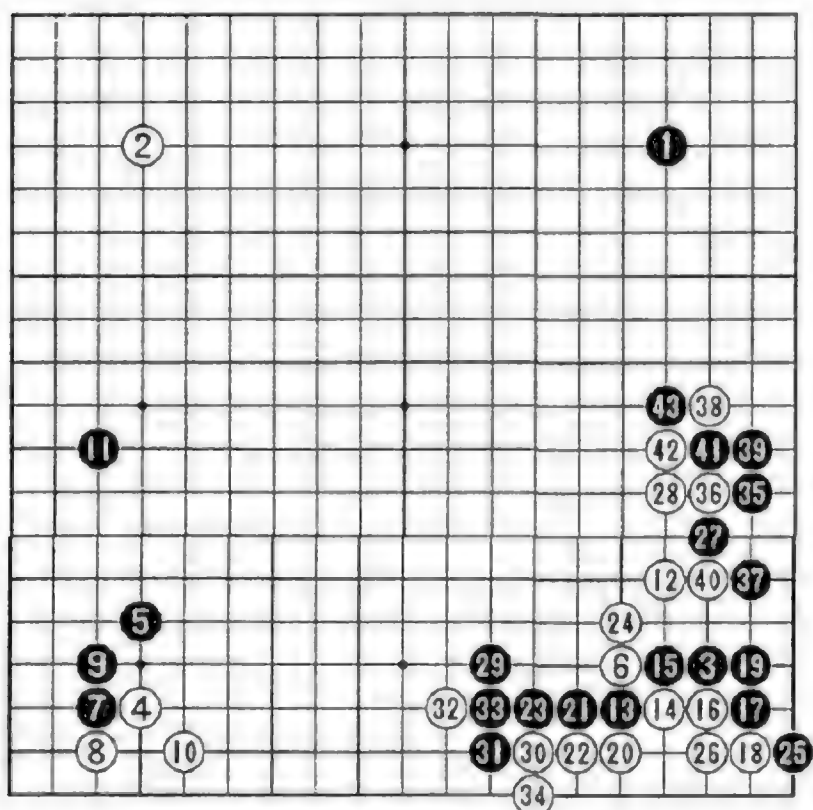
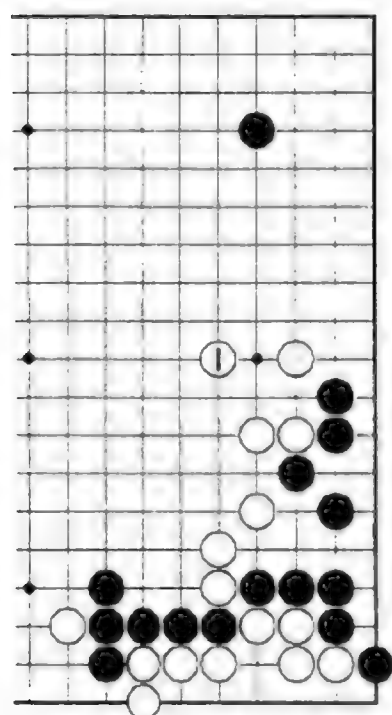
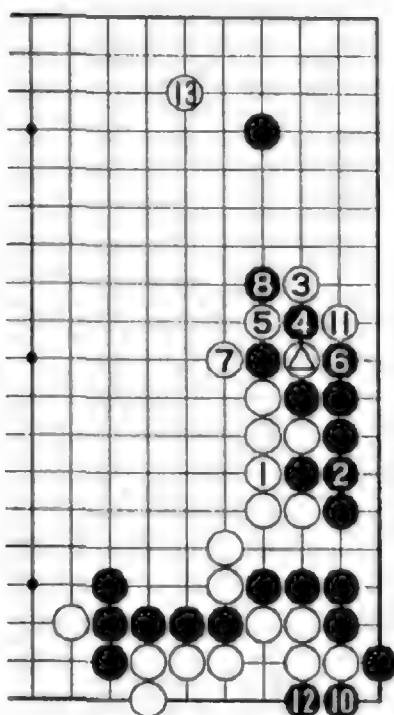


Figure 1 (1-43)



Reference Dia.



Dia. 1  
9: connects at  $\triangle$

#### Reference Diagram (The usual move)

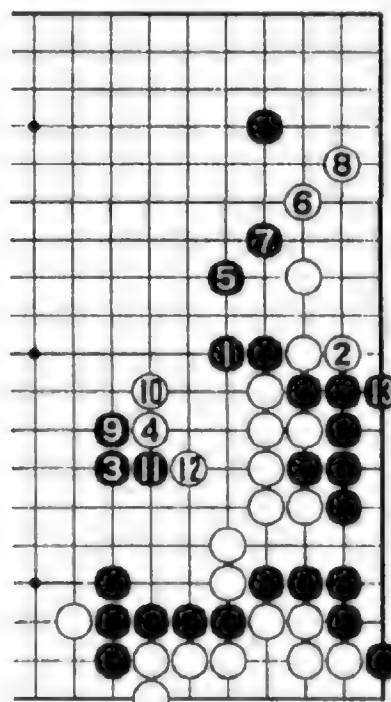
When Black plays 39 in Figure 1, the usual move is to jump to White 1 (see *Get Strong at Joseki 2*, Problem 47).

#### Dia. 1 (White is good.)

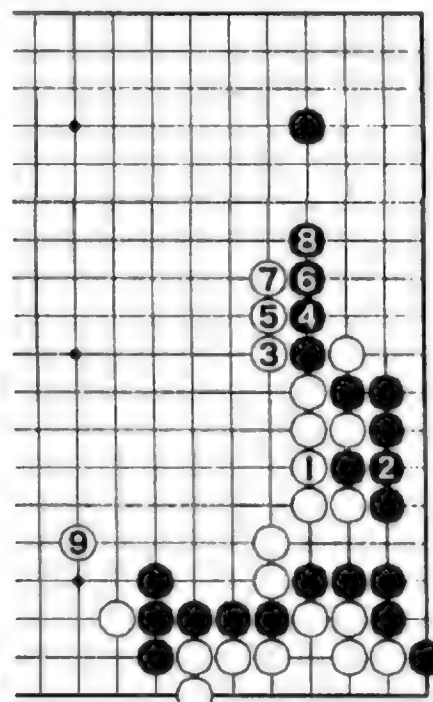
The atari of White 1 is an urgent move. White then jumps to 3. If Black ataris with 4, White 5 is a tesuji, aiming to make a wall on the outside and force Black to crawl on the second line. Black fights back with 8 and a ko fight suddenly starts. Black 10 is the only ko threat, but White ignores it and ends the ko with 11. After Black makes good on his ko threat with 12, White takes the initiative at the top with 13.

#### Dia. 2 (Black is good.)

Therefore, Black must extend to 1 instead of the atari of 4 in Dia. 1. White 2 is necessary, but White's stones in the center and on the upper right side come under a severe attack with the sequence to Black 13.



Dia. 2



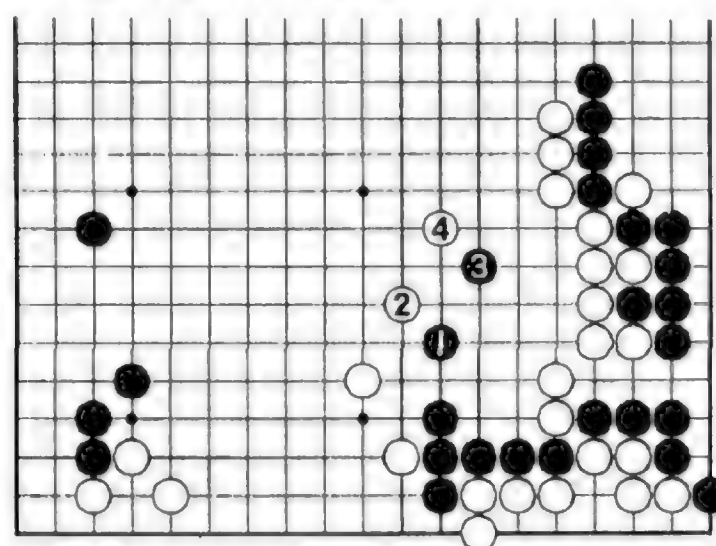
Dia. 3

#### Dia. 3 (Best for White)

Pushing Black along the right side with the sequence from White 3 to 7 is the best strategy for White. Even though Black gets secure territory, the six black stones at the bottom are heavy and will come under a severe attack with White 9.

#### Dia. 4 (Black comes under a severe attack)

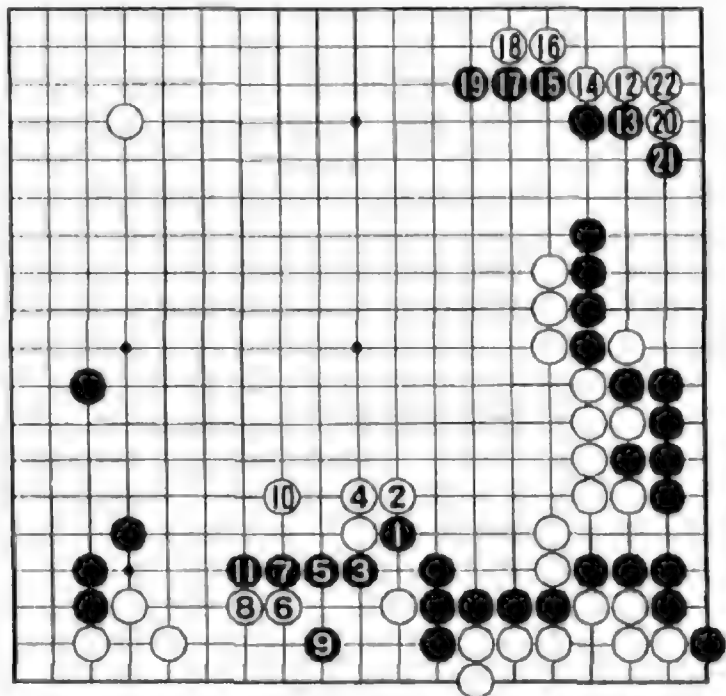
If Black jumps to 1, White plasters him against his wall with 2 and 4.



Dia. 4

#### Dia. 5 (White has the advantage)

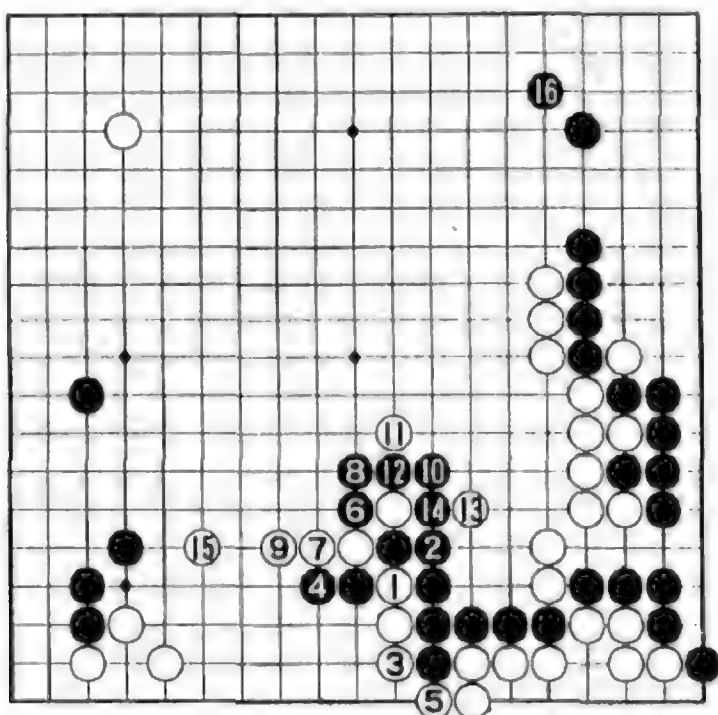
If Black attaches at 1, White blocks with 2 and Black hanes with 3. Black saves his stones with the sequence to 11, but White then invades the upper right corner with 12. Black's territory on the right is no longer so big and White's moyo in the center gives him the advantage.



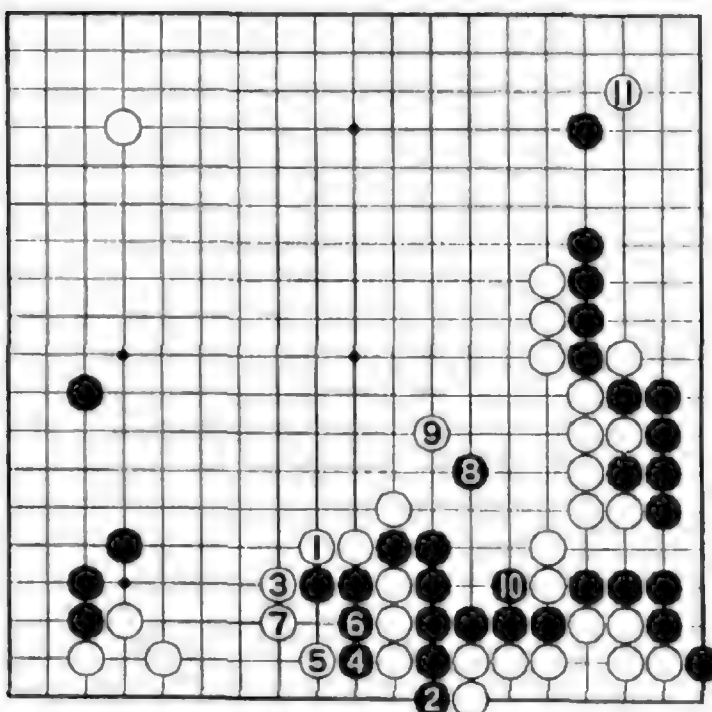
Dia. 5

Dia. 6 (Unsatisfactory for White)

Instead of 4 in Dia. 5, White could take the territory at the bottom with the atari of 1, but, if he follows with the sequence to 15, Black will escape into the center, so White's moyo is no longer working efficiently. Black also has sente and he uses this to settle his territory on the right with 16.



Dia. 6



Dia. 7

Dia. 7 (White is good)

Instead of 5 in Dia. 6, White should block at 1. Black captures three stones with 4 and 6, but he must live in gote with the sequence to 10. Next, White invades the corner with 11.

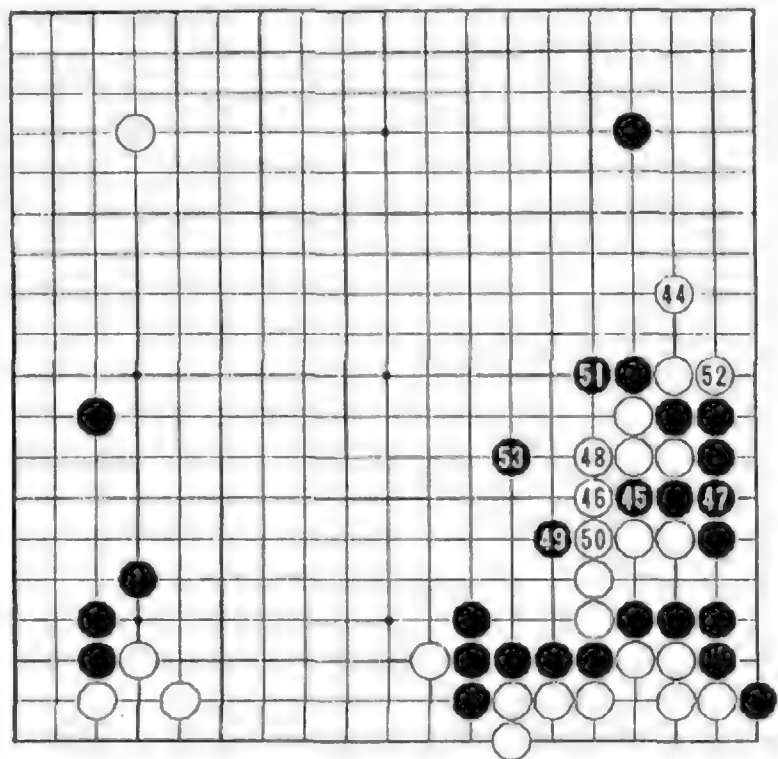


Figure 2 (44-53)

Figure 2 (44-53). White neglects to atari.

White jumped to 44, neglecting to play the atari at 45. Naturally, Black took this point for himself and the white group in the lower right came under attack with 53.

Figure 3 (54-88). A yose ko

Black leans on the group on the upper right. The fight ends in a yose ko with Black having the advantage.

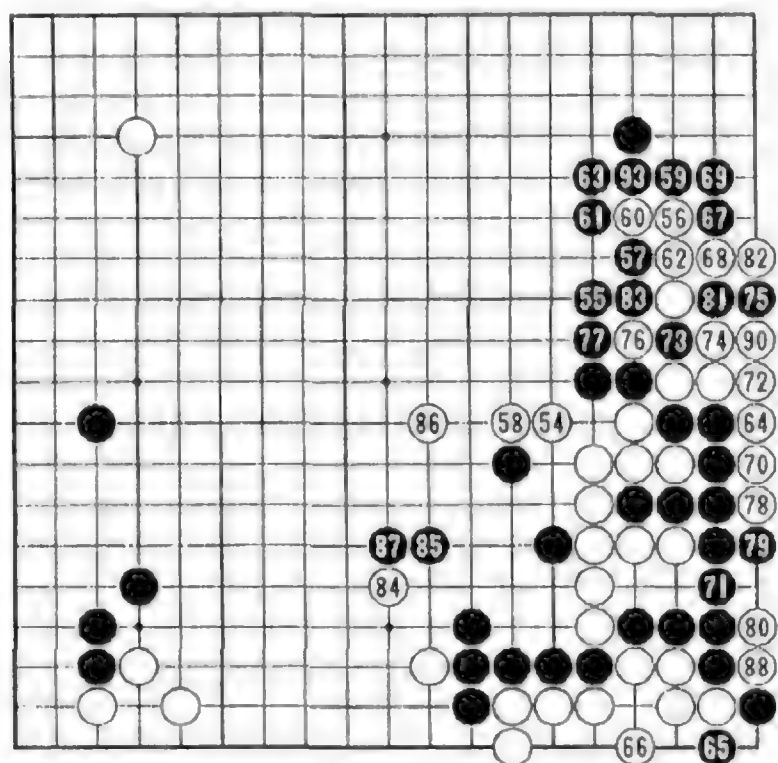


Figure 3 (54-93)

89: at 73; 91: at 81; 92: at 76

Figure 4 (89-159). The white group is captured.

Black 135 captures the white group.

White resigns after Black 159.



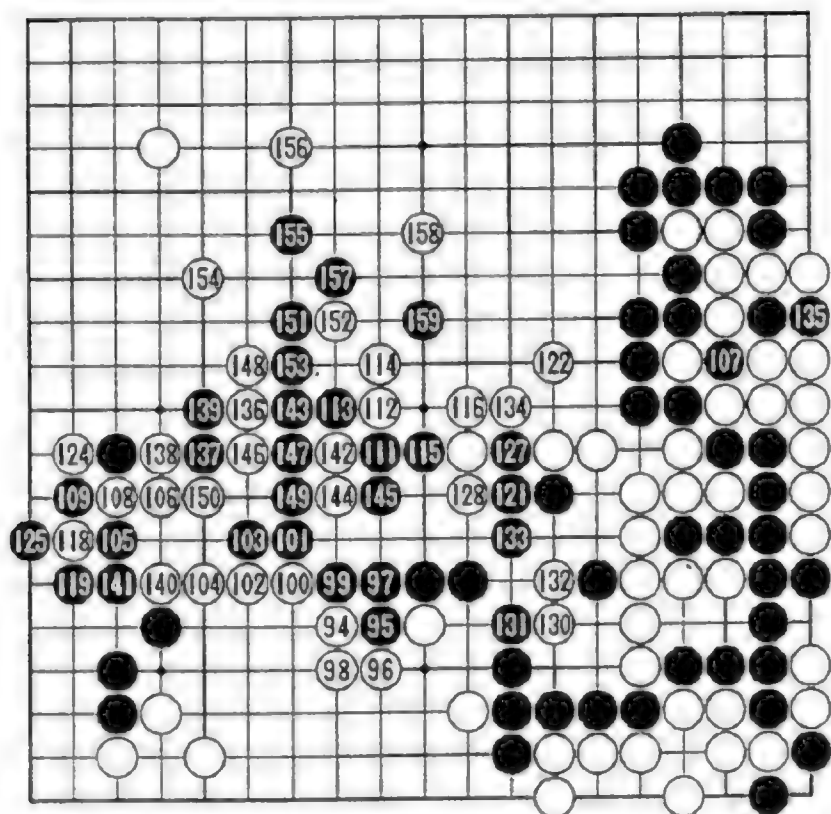


Figure 4 (93-159)  
117, 123, 129: takes ko at 107;  
110, 120, 126: takes ko left of 107

### 31st Wangwi League

Figure 1 (1-31)

Seo Bong-soo was Cho Hoon-hyun's main rival before the era of Lee Chang-ho. He is not seen very often nowadays in Korean title matches, but he is still a force to be reckoned with, as was proven by his spectacular nine wins in a row against top international players in the Jinro Cup (see *Go World* #79, page 2). Although Cho Hoon-hyun won the league to challenge Lee Chang-ho for the Wangwi title with a score of six wins to one loss, that one loss came at the hands of Seo. (Cho won his last game in the league on June 9, 1997 by defeating Mok Jin-seok 3-dan.)

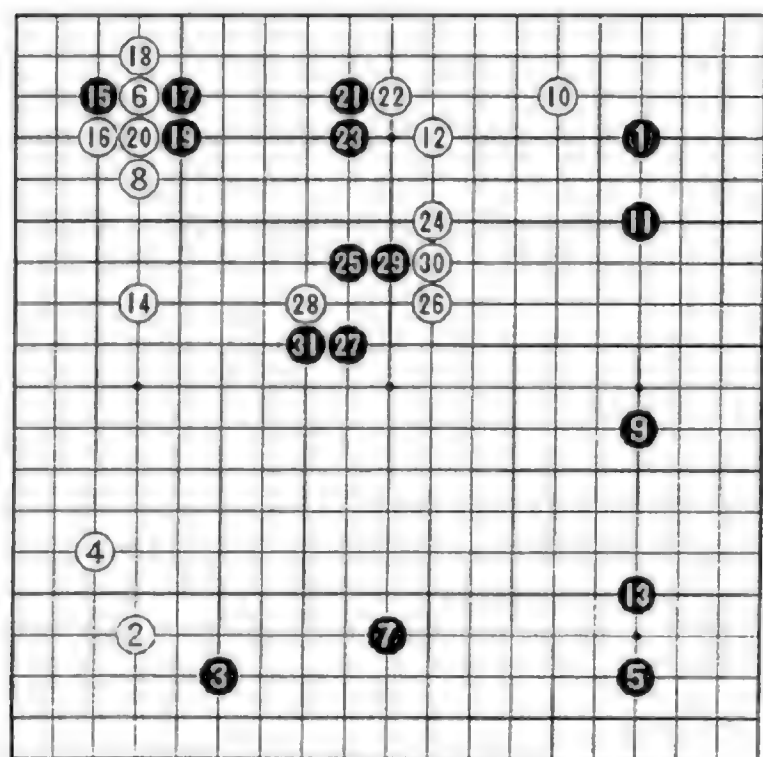
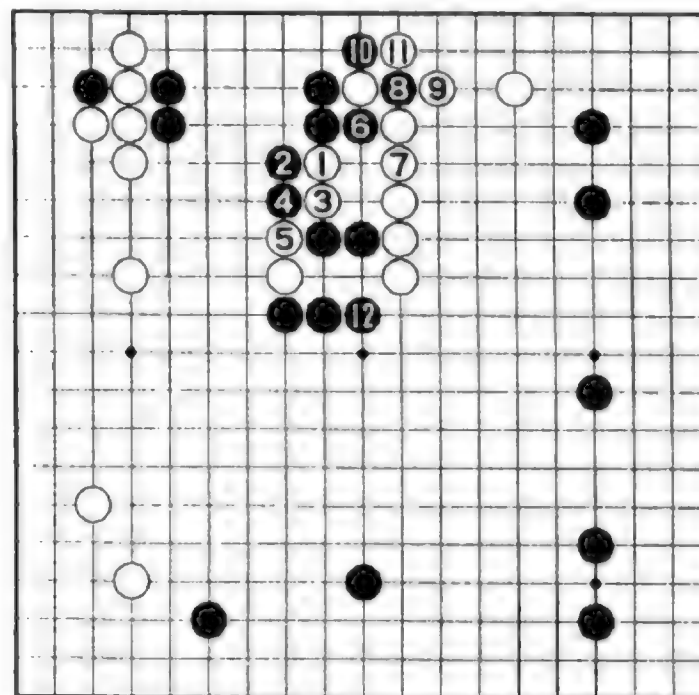


Figure 1 (1-31)

Black started his invasion of White's moyo with the forcing moves of 15, 17, and 19. He then extended to 21 and escaped into the center with the sequence to 27.

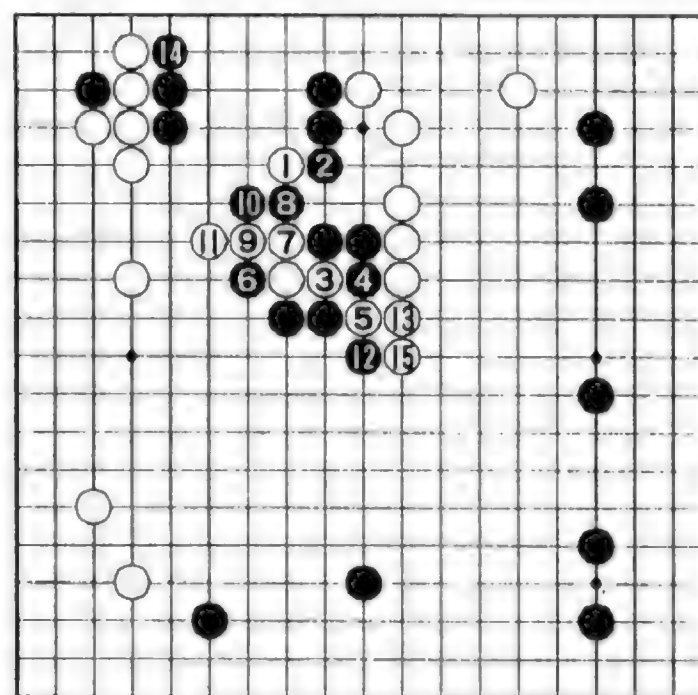
Black 29 and 31 show Seo's defiant style of go. He doesn't want to submissively answer the peep of White 28 by connecting, so he goes on the offensive instead.



Dia. 1

Dia. 1 (Unreasonable for White)

Attaching at White 1 is unreasonable. Black will have no trouble making eyes for his group in the upper left and, when he plays 12, his three stones in the center work well with his moyo below.



Dia. 2

Dia. 2 (Best for White)

White 1, the move played in the game, is best. If Black pushes up with 2, White can cut through with 3 and 5. If Black plays 6 and 8, the stone at 1 blocks the ladder, so Black must atari with 10. Black secures his stones with 14, so White can move out into the center with 15. Black's stones in the center have defects.

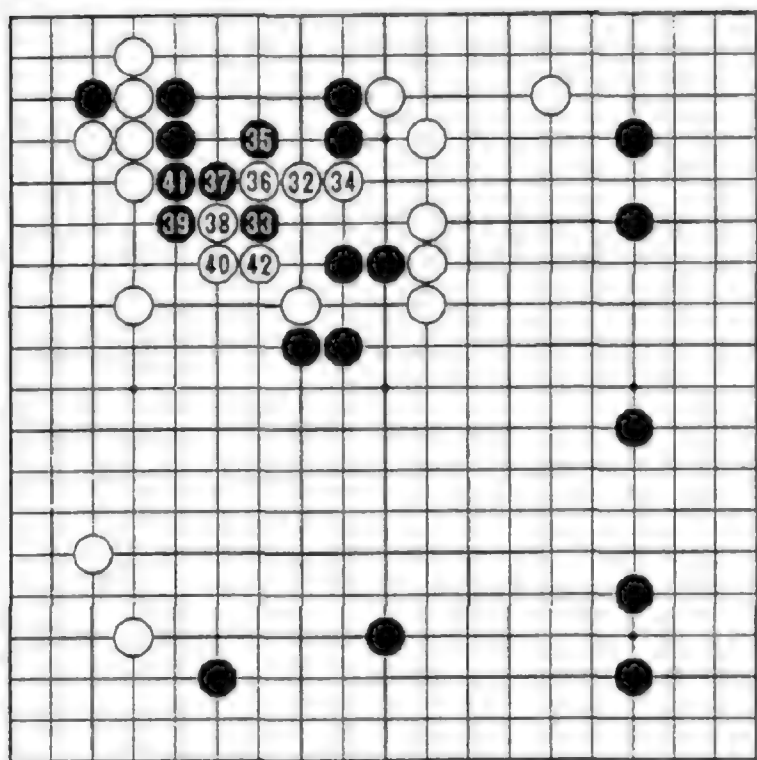
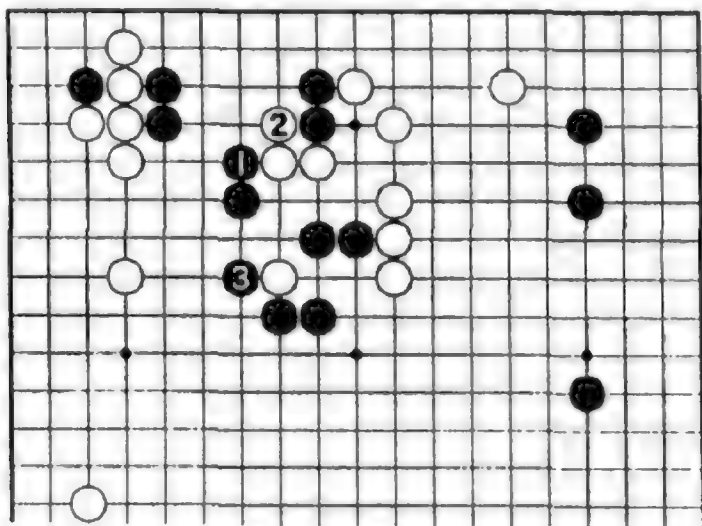


Figure 2 (32-42)

Figure 2 (32-42)

Black strongly countered White 32 with 33. The sequence to White 42 followed.



Dia. 3

Dia. 3 (A more positive way of playing)

Instead of jumping to 35 in Figure 2, Black 1 is a more positive way of playing. White will turn with 2, but Black makes thickness in the center with 3.

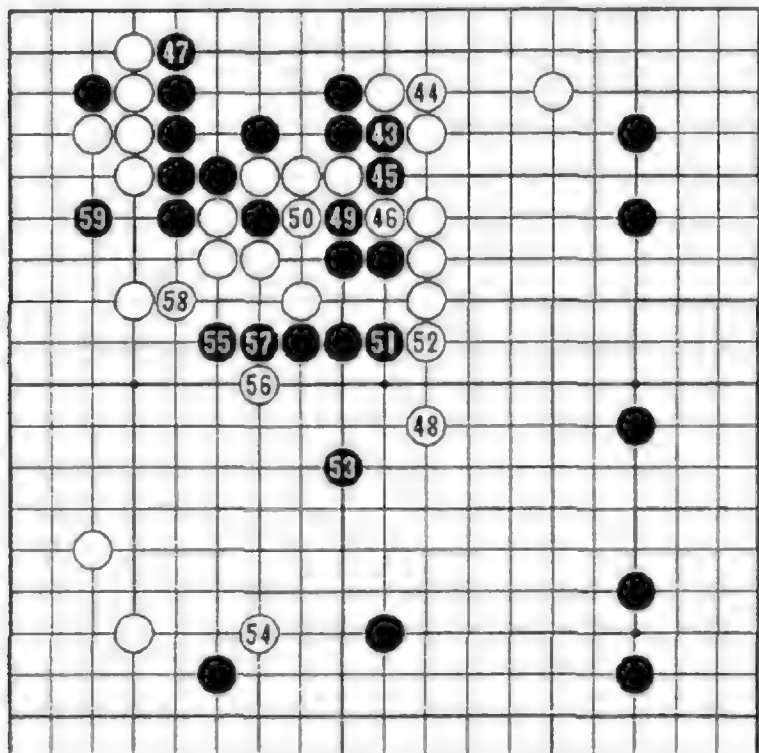
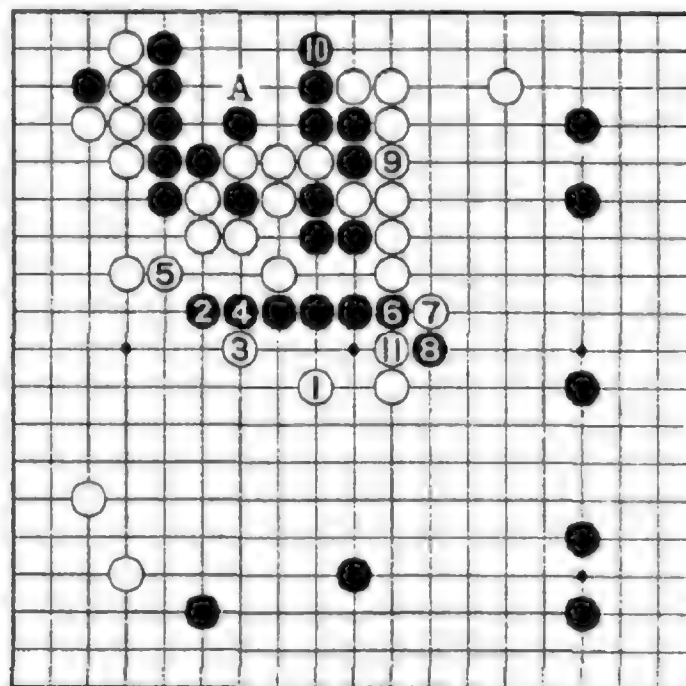


Figure 3 (43-59)

Figure 3 (43-59)

The black stones in the upper left have been split into two. Black must live with 47 and White jumps to 48, attacking the black stones in the center.



Dia. 4

Dia. 4. Black is in trouble

After Black 51 in Figure 3, White 1 is the strongest move. Black can't break out with 6 and 8 because White 9 forces Black to defend the top with 10 (White A would kill the black group). White can then cut off the center black stones with 11: Black's stones are in trouble.

White resigned after Black 199.

## 32nd Paewang Tournament

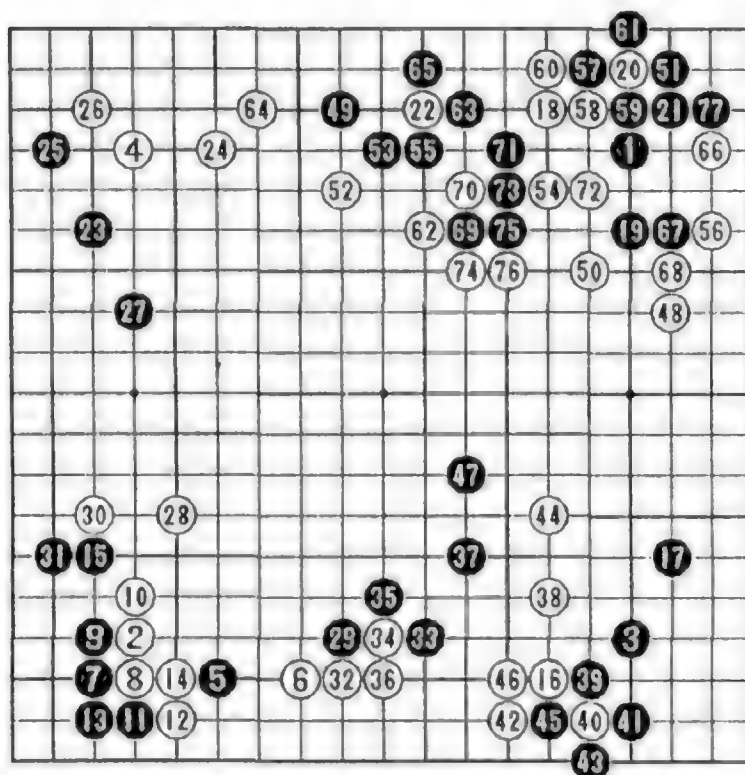
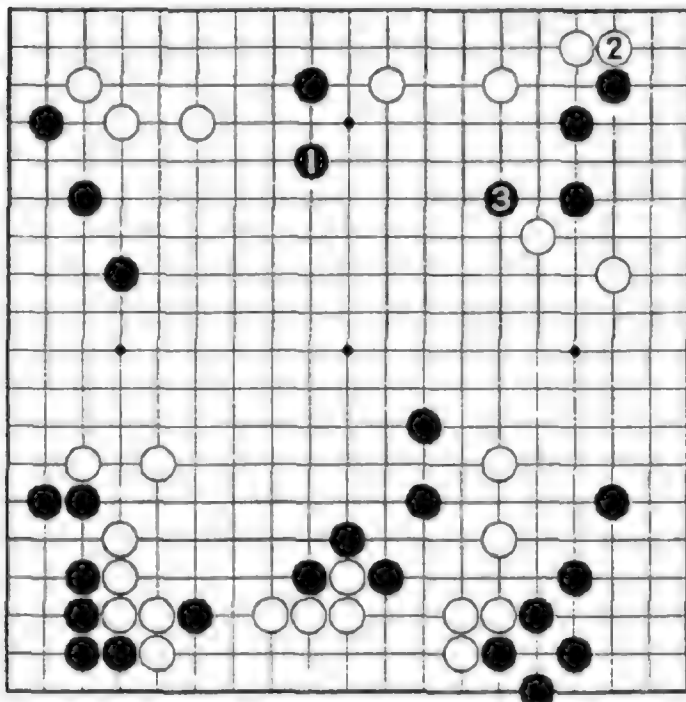


Figure 1 (1-77)

Figure 1 (1-77)

Black erases White's moyo at the bottom with the sequence to 47. White counterattacks with 48 and builds influence with the sequence to 76. Black secures the corner with 77.

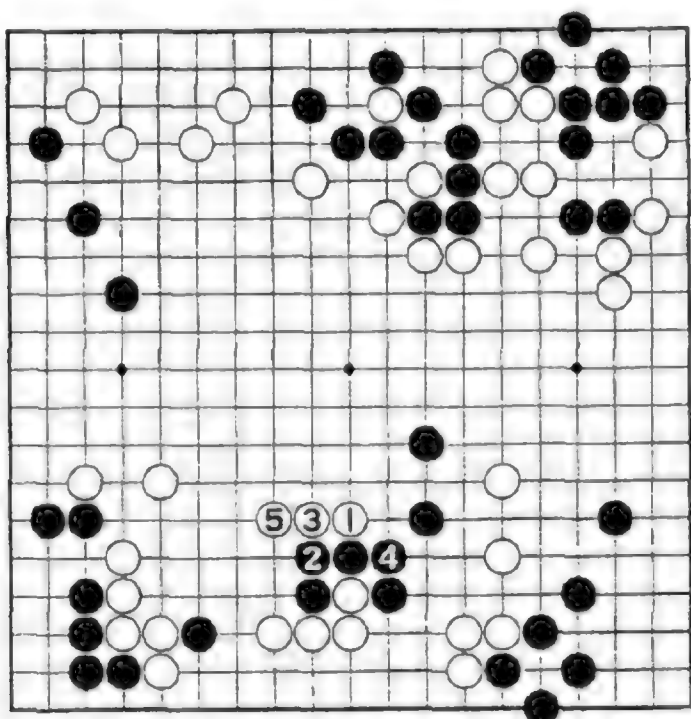




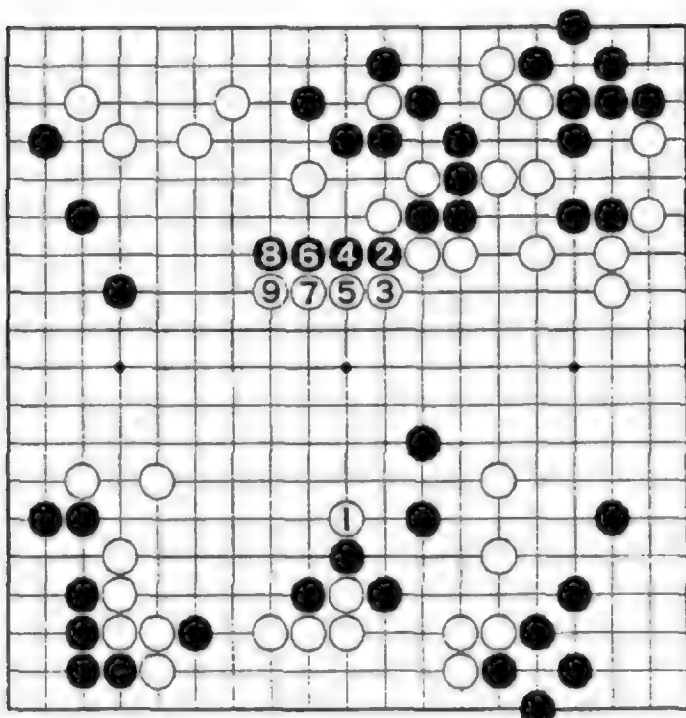
Dia. 1

*Dia. 1. How black should have played.*

Defending the corner with Black 51 in Figure 1 was dubious. Black should have simply jumped to 1. If White extends into the corner with 2, Black can jump out to 3 and his stones at the top have nothing to worry about.



Dia. 2



Dia. 3

*Dia. 2. A severe attachment*

With the influence White has constructed above, the attachment of White 1 becomes a severe attack. Black is going to have trouble making eyes after White extends to 5.

*Dia. 3 (White is good)*

If Black counterattacks by cutting at 2, White builds even greater influence in the center with the sequence to White 9.

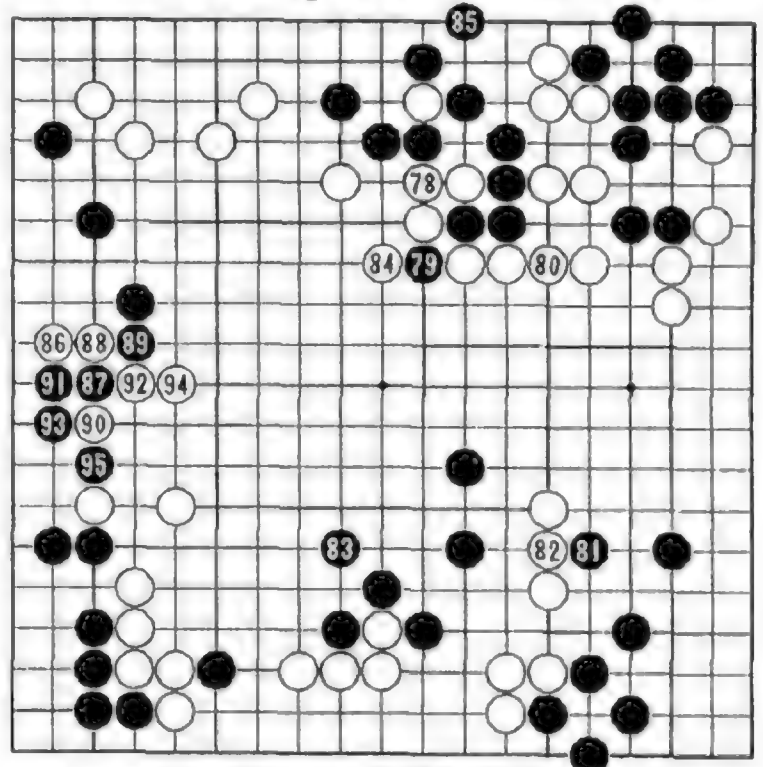
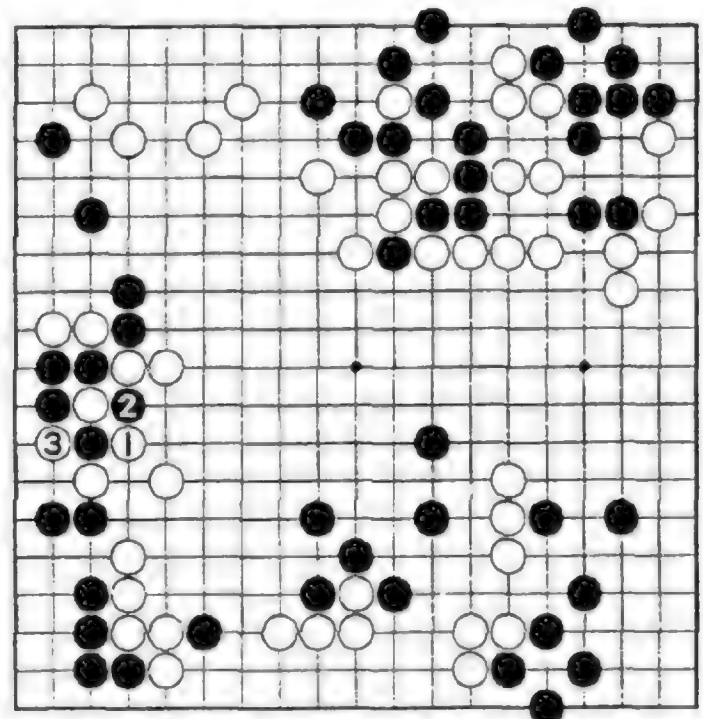


Figure 2 (78-94)

*Figure 2 (78-94)*

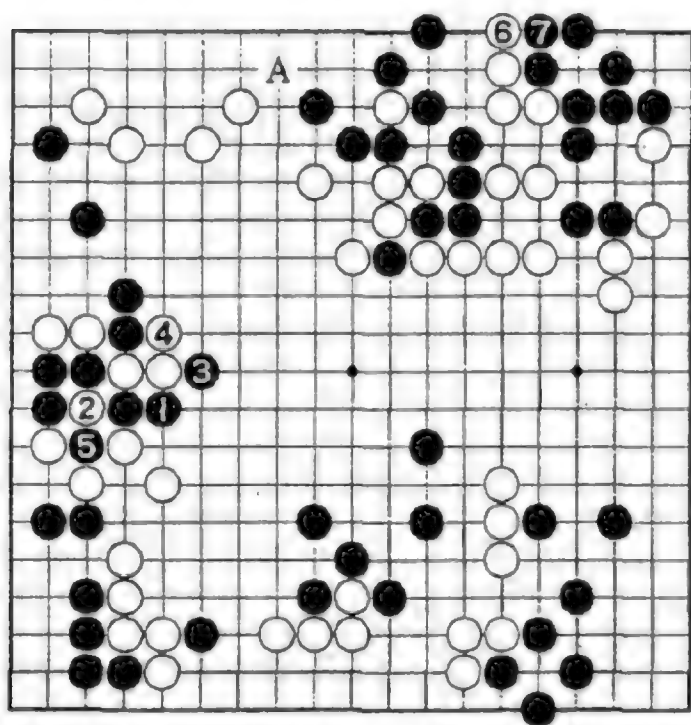
White connected at 78, aiming at the black group at the top. But this gives Black the chance to make shape at the bottom with 83 after forcing with 79 and 81. After White 84, Black makes eyes for his group at the top with 85. White now switches to the left with 86 and builds influence towards the center with the sequence to 94. After Black ataris with 95 —



Dia. 4

*Dia. 4 (The best White can do)*

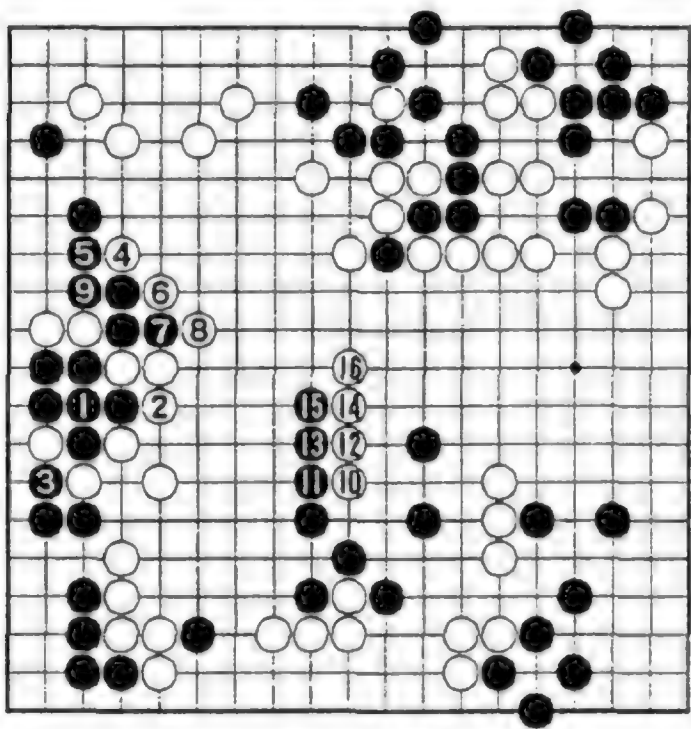
The ataris of White 1 and 3, starting a ko, are White's best moves. Next —



*Dia. 5*  
8: takes ko at 2

*Dia. 5 (White can't fight the ko.)*

Black extends to 1 and White takes the ko with 2. White makes his first ko threat at 6, giving him several more ko threats against the black group at the top, starting with A. Black doesn't have enough ko threats to fight this ko. Therefore —



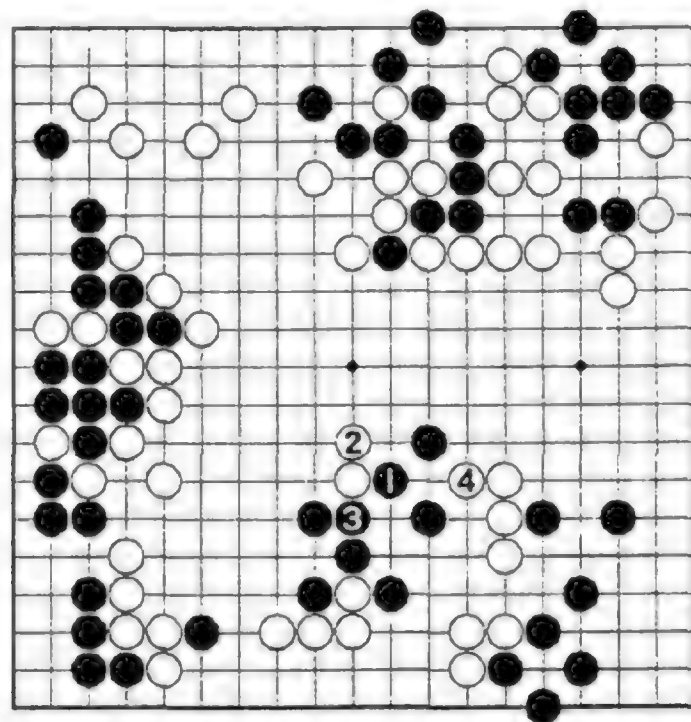
*Dia. 6*

*Dia. 6 (Black dies in the center.)*

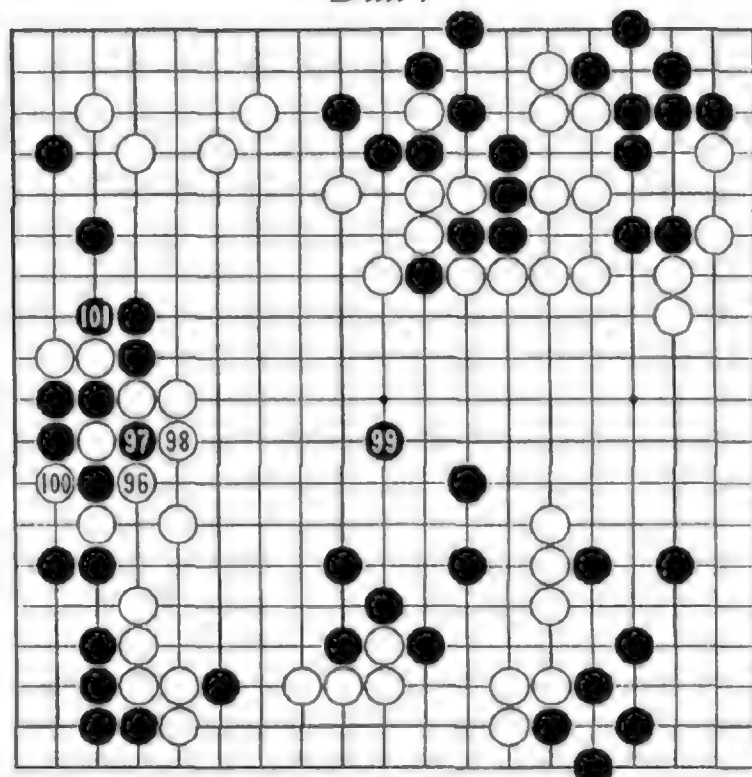
Black must connect the ko with 1. White builds influence in the center with the sequence to 8, then attacks the black group in the center with 10. After White 16, Black has no room to make eyes.

*Dia. 7 (Variation)*

Black might answer White 10 in *Dia. 6* with 1. However, White is too strong and White 2 and 4 destroy his eye shape.



*Dia. 7*



*Figure 3 (95-101)*

*Figure 3 (95-101)*

Black was unable to fight on the left, so he defended his group in the center with 99, enabling White to capture two stones on the left.

*Black won by half a point after 275 moves.*

## 2nd LG Cup Tournament

*Figure 1 (1-68)*

This game is taken from the second round of the 2nd LG Cup played on June 29, 1997. This time Seo Bong-soo faced China's number two player, 20-year-old Chang Hao. By winning this game, Seo advanced to the best eight.

With the sequence to 62, White built an enormous wall along the top. Black invaded at 63 (63 at A is also possible), then peeped at 65, but White slid to 66 to prevent Black from making a base on the side. After Black jumped to 67, White attacked the black stones by capping at 68.



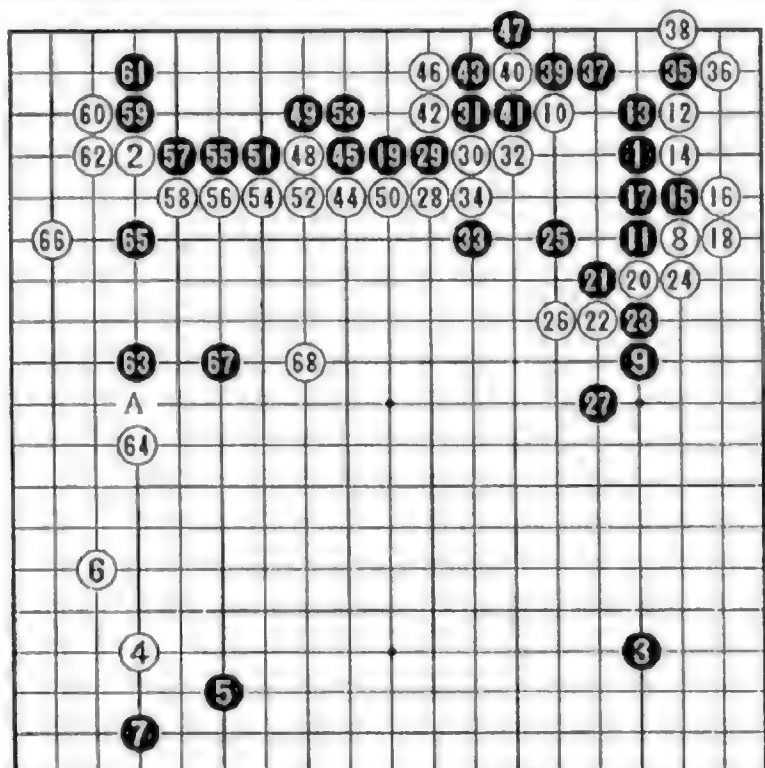
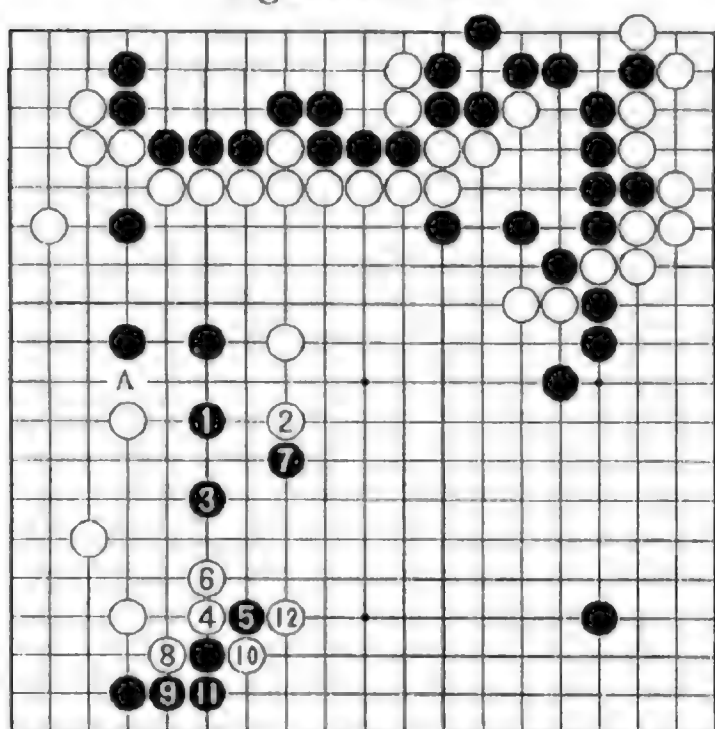


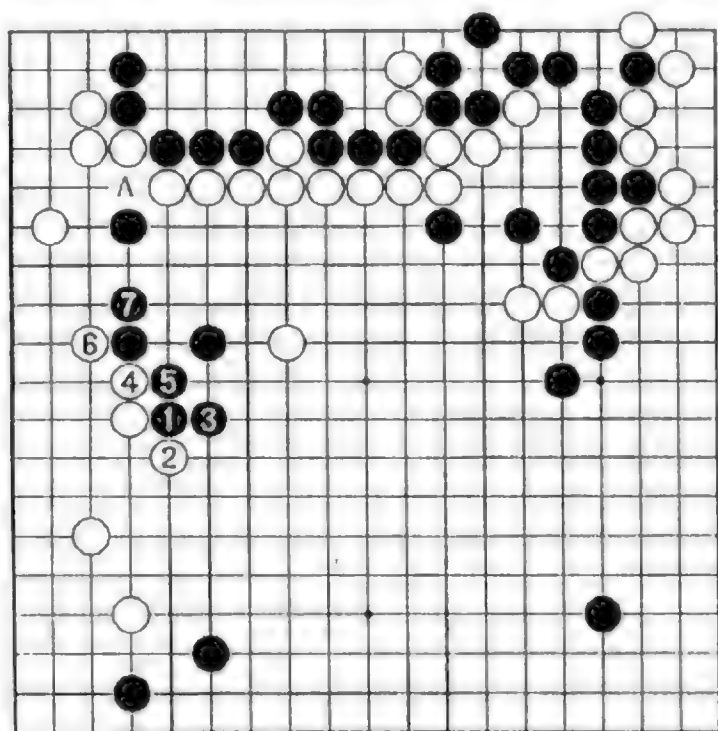
Figure 1 (1-68)



Dia. 1

*Dia. 1 (Lacking a plan)*

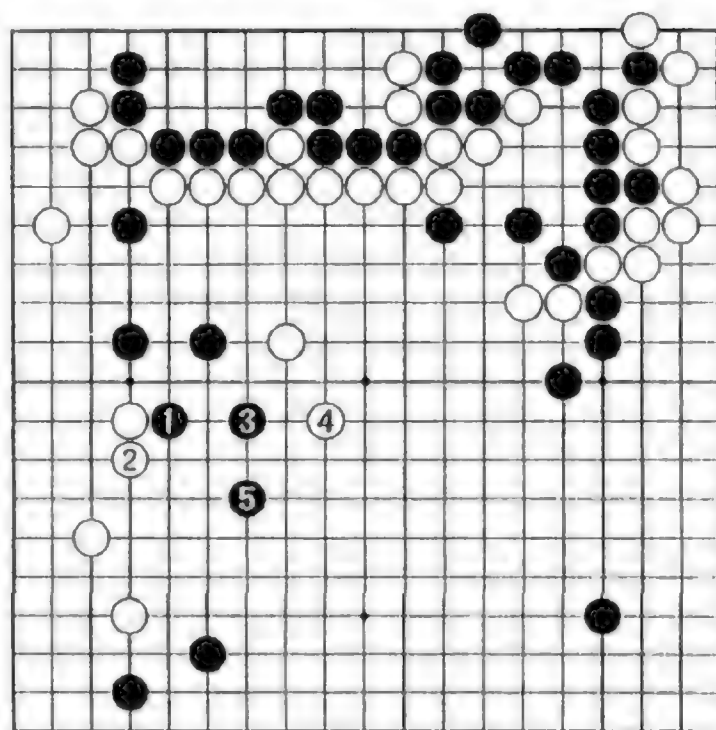
Black 1 is an aimless move. White jumps once more to 2, then leans on the black stones below with 4. Black attaches with 7, but Black's stones in the lower left or in the center will come under attack after the sequence to White 12.



Dia. 2

*Dia. 2 (Best for Black)*

Attaching with Black 1 is the best move. Black makes shape with the sequence to 7. He now threatens to cut at A and attack the white stones at the top.



Dia. 3

*Dia. 3 (Black's stones escape.)*

If White draws back to 1, Black can escape into the center with 2 and 4.

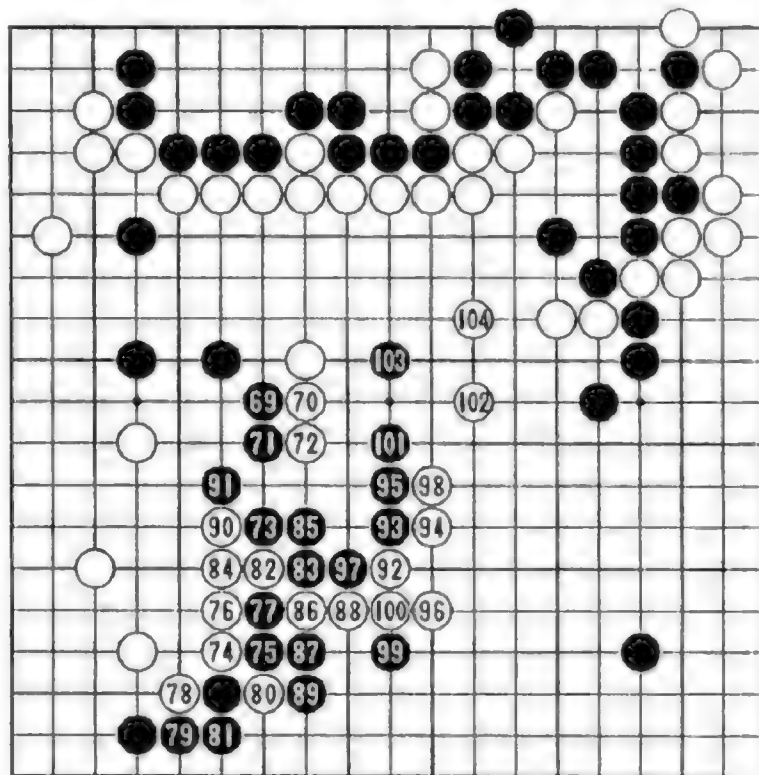


Figure 2 (69-104)

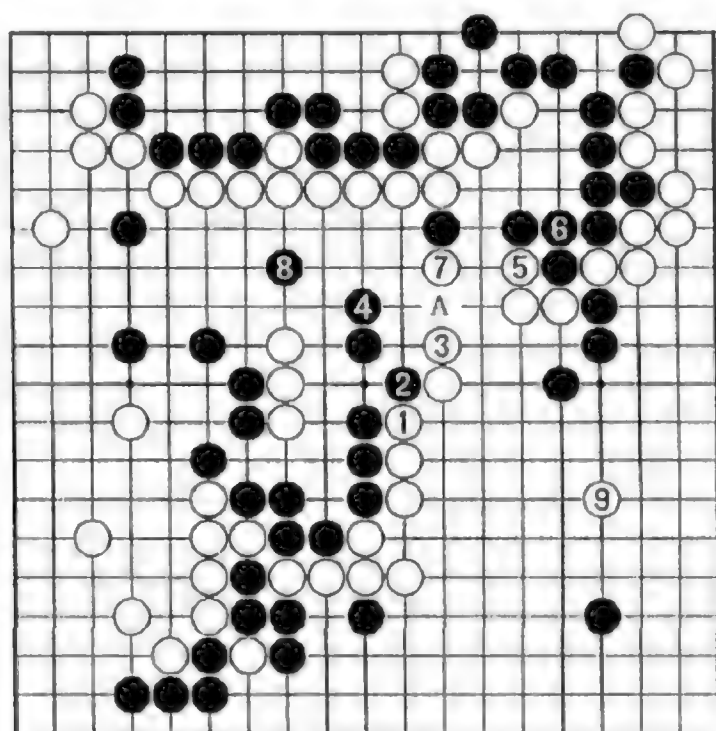
*Figure 2 (69-104)*

Black played the diagonal move of 69, but White pressed with 70 and 72, then leaned on the black group at the bottom with the sequence to 88. After Black fell back to defend with 89, White spun Black around and drove him back towards his thickness at the top with the sequence to 104.

*Dia. 4 (A necessary forcing move)*

White 104 in Figure 2 was a mistake. White should have played the sequence to 7 here.

Black would have to play 8 and White could play 9, mapping out a large potential territory on the right. The black stones in the center would still be in danger.



Dia. 4

Figure 3 (104–123)

When White played 104 in Figure 2, Black

cut through with 5 and 6, and White's two groups in the center came under attack with the sequence to Black 23.

White resigned after Black 201.

(Paduk, March to August 1997. Translated by the editor.)

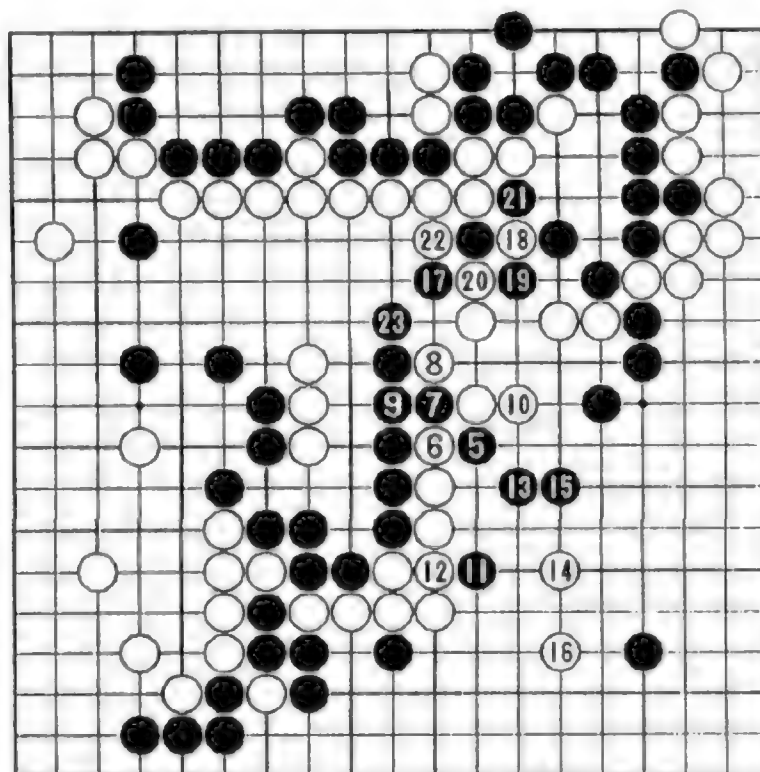


Figure 3 (105–123)

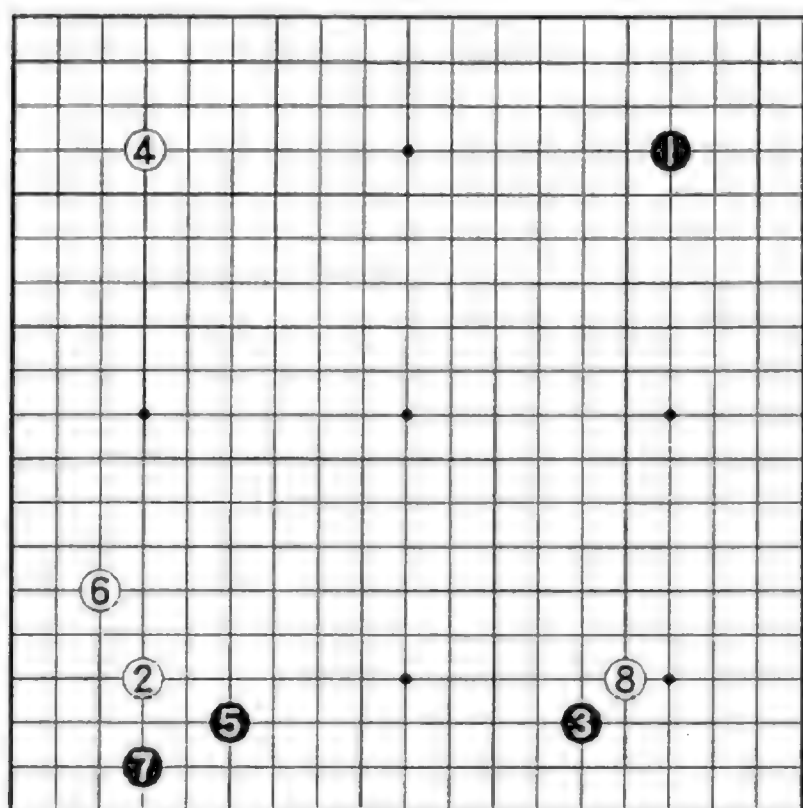
## New Moves and New Josekis

by Lee Chang-ho

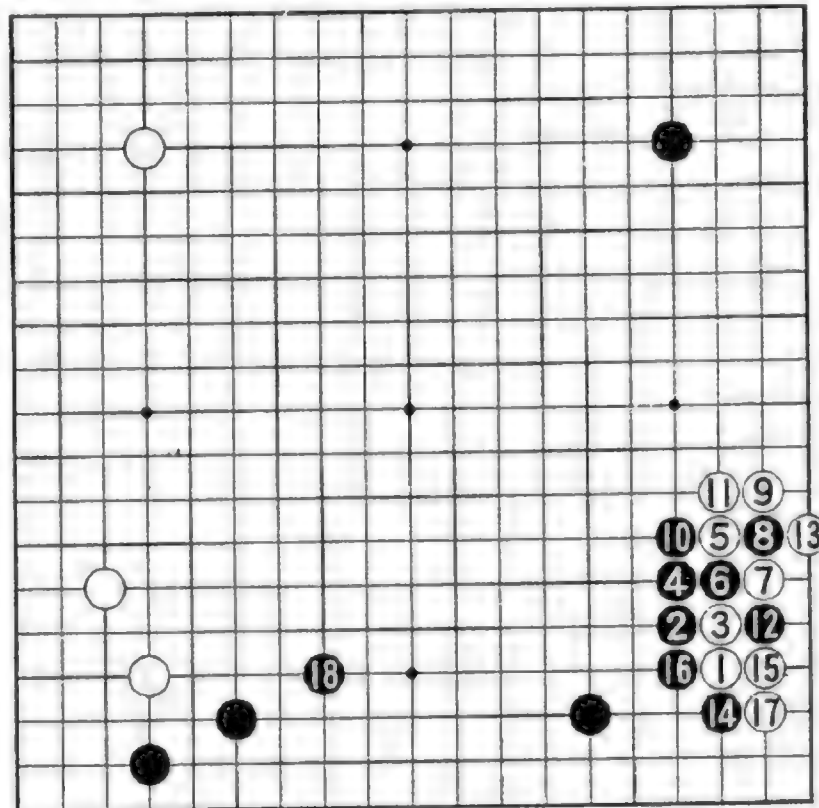
Dia. 1 (Unorthodox moves)

This game is from a preliminary stage of the 7th Kisung (Kisei) Tournament played in 1995. Black 3 is an unorthodox way to occupy an empty corner, but it is no less valuable than

any other first move that is usually played in a corner so early in the game. After Black 7, however, attacking Black 3 with the shoulder hit of White 8 is extremely unorthodox. Still, Black must be careful how he responds.



Dia. 1



Dia. 2

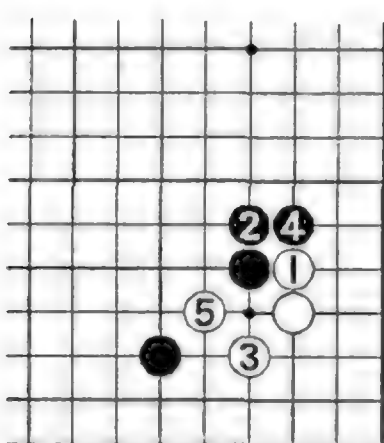


*Dia. 2 (The usual development)*

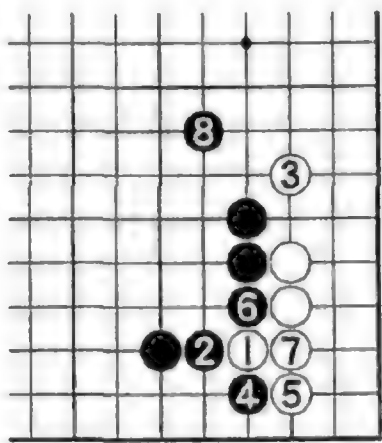
White 1 is the first approach move one might consider. Black would flatten White against the side with the sequence to 16, then extend to 18. Black's moyo at the bottom offers more scope for development than White's cramped position on the right.

*Dia. 3 (White has the advantage.)*

After exchanging 1 for 2, White might fall back to 3. If Black turns at 4, White will move out with 5, splitting Black's stone at the bottom from his allies above.



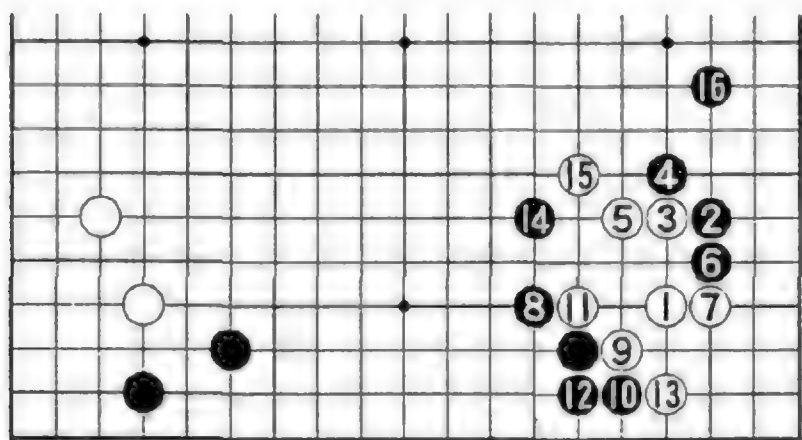
*Dia. 3*



*Dia. 4*

*Dia. 4 (Black's counterattack)*

Against White 1, Black should attach at 2 and play the sequence to 8. Again, White has a low position on the right side, while Black is building influence in the center.



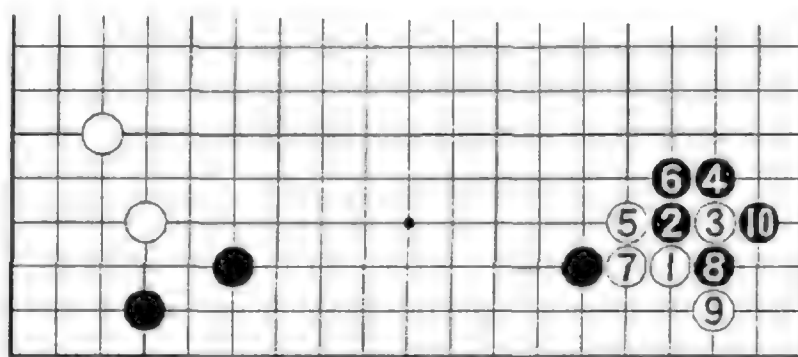
*Dia. 5*

*Dia. 5 (The approach move on the star point)*

If White plays the approach move on the star point, Black would play another approach move with 2. The joseki to Black 16 could be expected. Both sides are satisfied with this result.

*Dia. 6 (Black has the advantage.)*

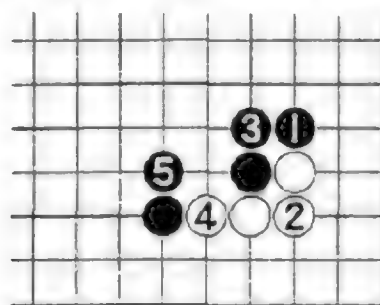
White 1 is not a very effective approach move. Black responds by attaching at 2. If White hanes with 3, Black blocks with 4. White next ataris and connects with 5 and 7. Black then captures a stone with 8 and 10, giving him a satisfactory result.



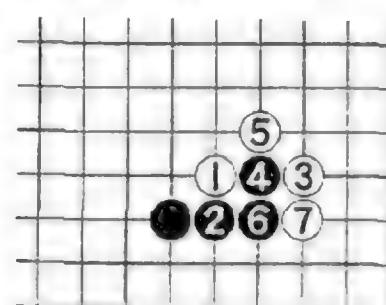
*Dia. 6*

*Dia. 7 (Variation)*

If White connects at 2, Black also connects with 3. White must exchange 4 for Black 5, but again Black has an advantageous position.



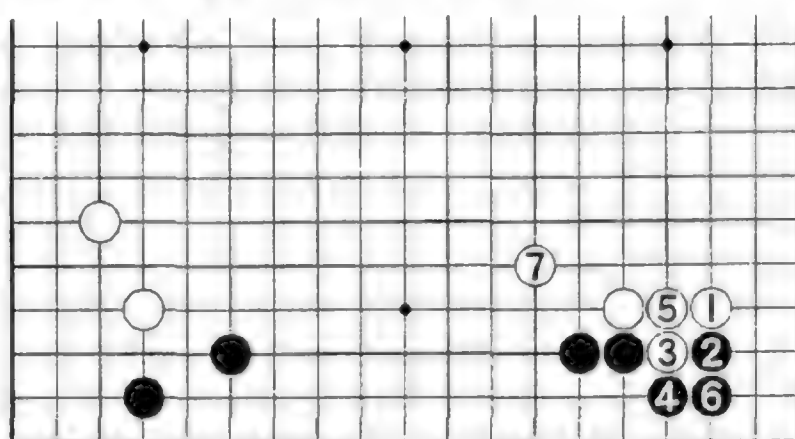
*Dia. 7*



*Dia. 8*

*Dia. 8 (White's intention)*

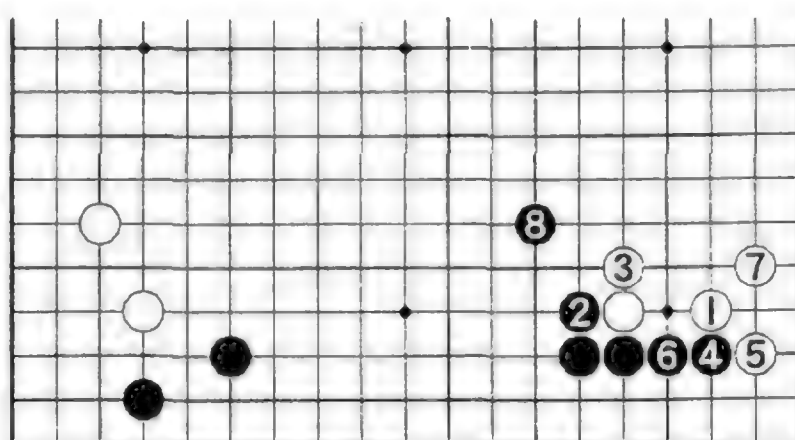
When White approaches with the shoulder hit of 1, he expects Black to crawl to 2. White would then jump back to 3. The sequence to White 7 could then be expected. White is happy with this result.



*Dia. 9*

*Dia. 9 (Black's position is too low.)*

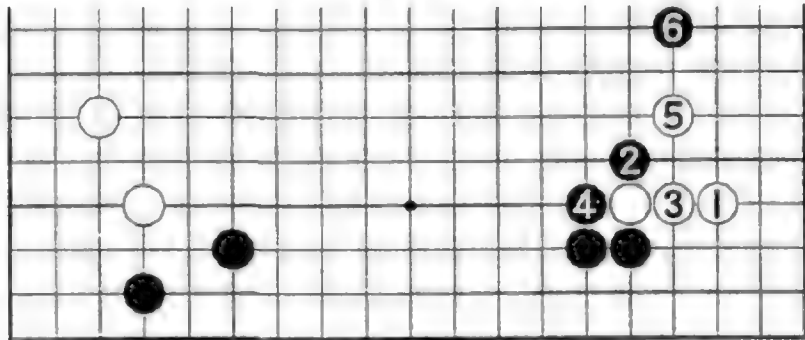
If Black attaches with 2, White will wedge in with 3 and connect with 5. After Black defends with 6, White takes the high ground with 7 and Black's position at the bottom is too low.



*Dia. 10*

*Dia. 10 (An even result)*

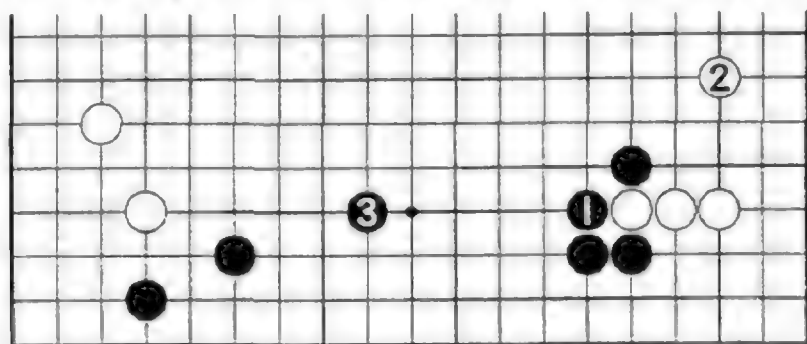
When White plays 1, Black should force once with 2, then attach with 4. This is the most efficient way to play. Taking shape into consideration, White must now hane with 5 and defend with 7. Black now moves out into the center with 8. This is an even result.



*Dia. 11*

*Dia. 11 (Black is satisfied)*

Black could also clamp with 2 in answer to White 1. Connecting at 3 is not good because it is too heavy. Black will block with 4, giving him a good position along the bottom. If White jumps to 5, Black will attack with 6.



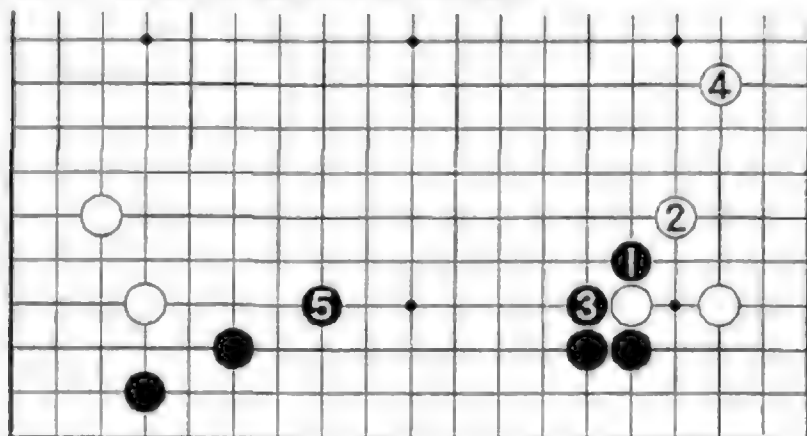
*Dia. 12*

*Dia. 12 (Black is thick.)*

If White extends to 2, Black will extend to 3. Black has a thick position along the bottom.

*Dia. 13 (An even result)*

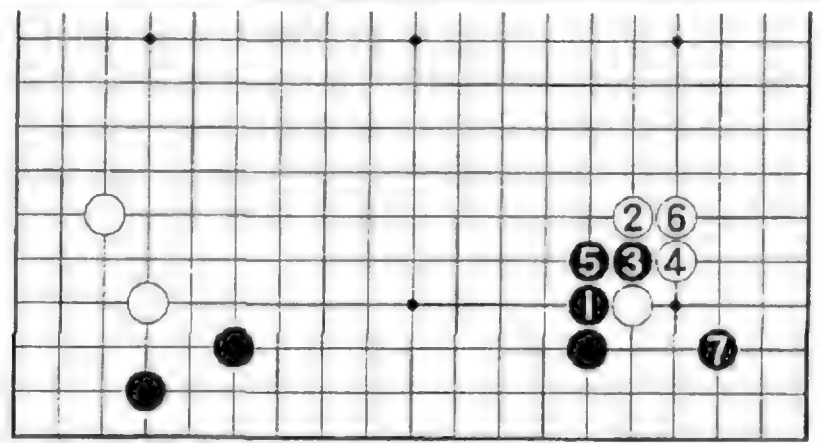
Against the clamp of Black 1, White should jump lightly to 2. When Black ataris with 3, White will extend up the side with 4. Next, Black secures his position along the bottom with 5. This is an even result.



*Dia. 13*

*Dia. 14 (A powerful move)*

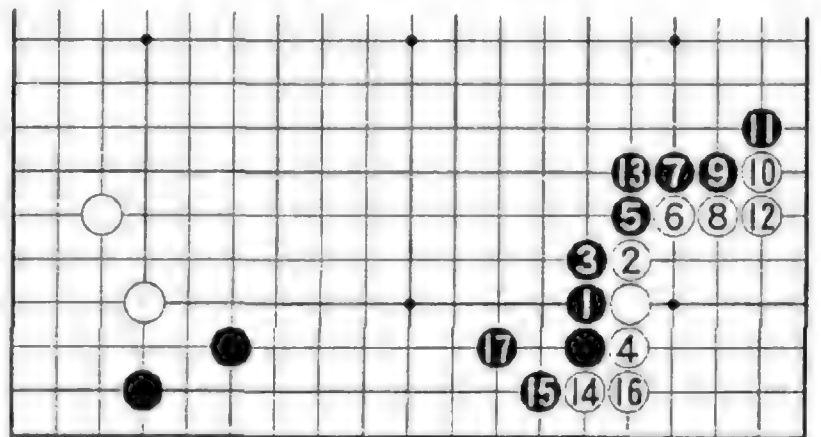
Black 1 is a powerful move. If White jumps to 2, Black plays the sequence to White 6, then takes the corner territory with 7.



*Dia. 14*

*Dia. 15 (Black becomes thick on the outside.)*

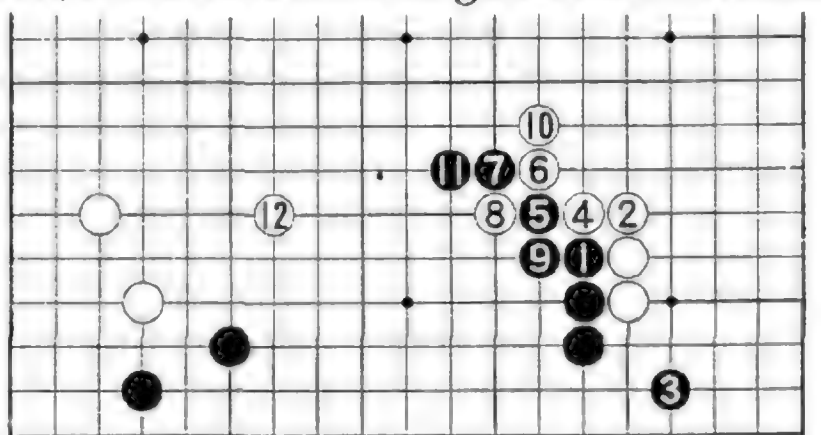
After exchanging 2 for Black 3, White falls back to defend the corner with 4. But Black presses White with the two-step hane of 5 and 7. After the sequence to 17, Black gets massive influence throughout the board. On the other hand, White has garnered more than 20 points of territory, but he is confined to the corner.



*Dia. 15*

*Dia. 16 (A difficult game)*

Before extending to 2 in answer to Black 1, White must balance the territorial loss he suffers when Black slides to 3 with the influence he gains with the sequence to 10. After Black extends to 11, White reduces Black's territorial framework with 12. Although the result is even, it will be a difficult game for both sides.



*Dia. 16*

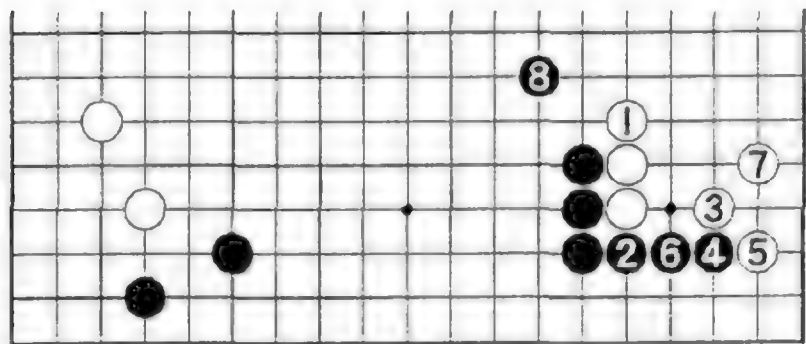
*Dia. 17 (Black is satisfied.)*

Black could also turn at 2 in answer to White 1. After the sequence to 8, Black is satisfied with the result.

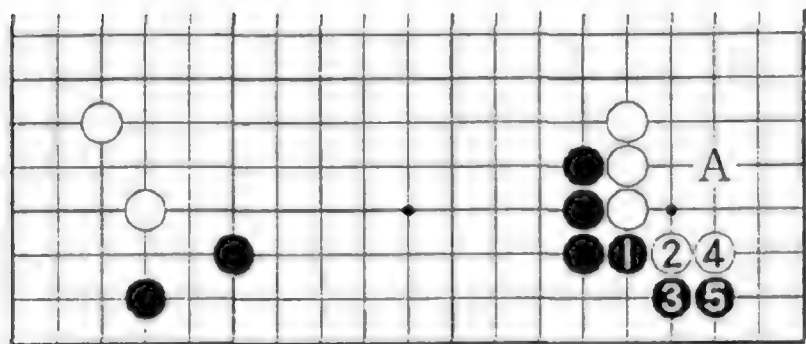
*Dia. 18 (Bad aji)*

If White blocks with 2, Black plays 3 and 5. Later, Black can aim at A.





Dia. 17

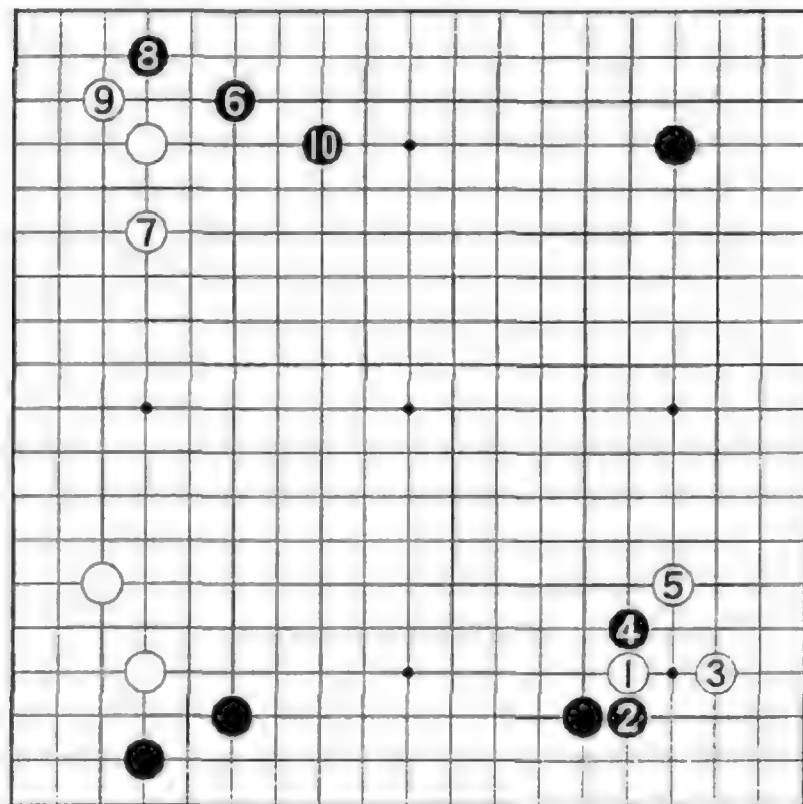


Dia. 18

Dia. 19 (How the game continued)

Black extended to 2, then clamped with 4. White answered by jumping lightly to 5. Black

then switched to the top and played the sequence to 10. Instead of 2, Black should have pushed up with 2 in Dia. 14.



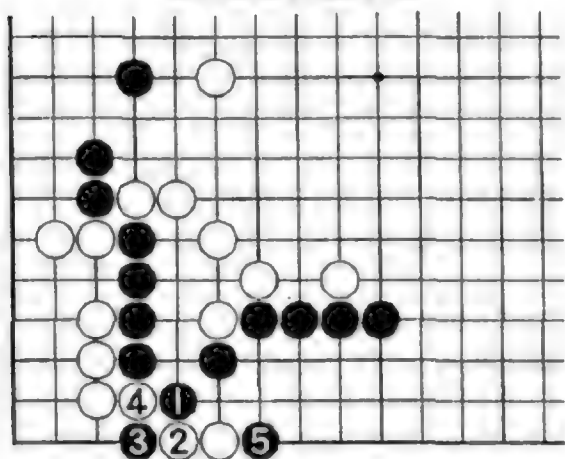
Dia. 19

(From *Sekai no Shinte, Shingata* by Lee Chang-ho.  
Translated by the editor.)

## Six Monkey-Jump Problems

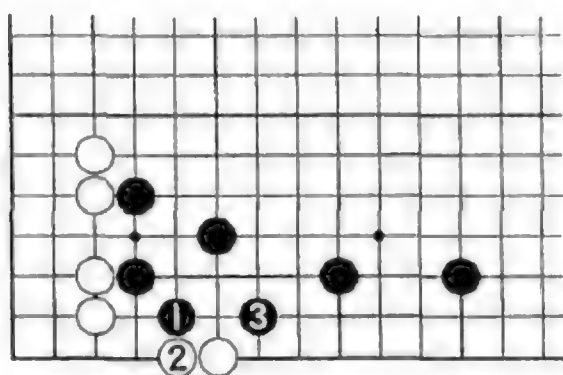
On page 69 in the last issue we presented six monkey-jump problems. Here are the answers.

### Problem 1



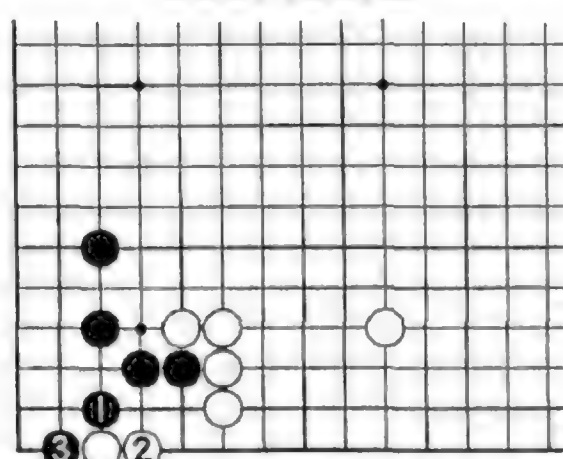
The diagonal move of Black 1 is the best way to stop the monkey jump without leaving any bad aji. If White 2, Black plays 3 and 5.

### Problem 3



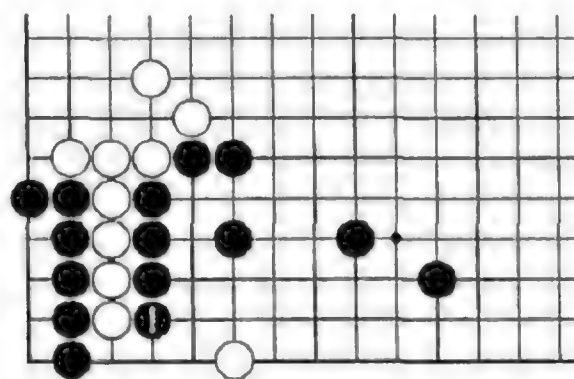
Since Black's position is thin, he must play lightly with 1 and 3.

### Problem 2



Black is strong facing the bottom, so he can attach at 1. When White draws back to 2, Black can take the corner with 3.

### Problem 4



Black is alive in the corner, so he can play 1 and catch the white stone on the right.

Continued on page 33

## *Two New Books from Yutopian*

### **Igo Hatsuyo-ron**

*Igo Hatsuyo-ron* ("Explore the Go World"), written in 1713, is hailed as the ultimate book on life and death problems ("tsume-go"). The title came from the perception of the ancient Japanese players that there were concealed techniques that would enable one to explore any go position. The entire book contains 183 problems of which the first 63 will be found in this first volume.

*Igo Hatsuyo-ron* was written by the highest authority on go in the early 18th century, the fourth head of the House of Inoue, Dosetsu Inseki. It was an advanced textbook, written to train the successors who would head of the Inoue School.

After the book was written, the House of Inoue established a rigorous security system to prevent the book from being stolen by other schools. It was regarded as a great treasure and the contents of the book were kept secret, not only from outsiders, but also from the general students within the Inoue School. Only a small number of hand-picked students, those who were potential candidates to become head of the school, had the luxury of studying this book under the direct instruction of the Master of the Inoue House, tackling one problem at a time. The tradition of keeping the secret within the "family" persisted until recent times.

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# 31st Wangwi Title Match: Game One

## Lee Chang-ho vs. Cho Hoon-hyun

Cho Hoon-hyun dominated the eight-player league which determines the challenger for this title. He ended with a score of six wins to one loss. He suffered that loss against his old rival, Seo Bong-soo 9-dan. Seo's result in the league was 4-3. Last year's dethroned Wangwi, Yoo Chang-hyuk turned in a miserable performance, losing five games against only two wins. Yoo seems to be in a slump this year: he has lost 17 games against 15 wins.

Cho, who is in excellent form this year and is rated the number-one Korean player, was expected to give Lee Chang-ho a fight for the title, but the title match turned out to be a one-sided affair, with Lee sweeping this best-of-seven match with four straight wins.

In this issue, we present the first game. In the next issue, full commentaries of the remaining three games will be featured.

**White:** Lee Chang-ho Wangwi

**Black:** Cho Hoon-hyun 9-dan

Komi: 5 1/2 points; time: 5 hours each.

Played on June 25, 1997 in Seoul, Korea.

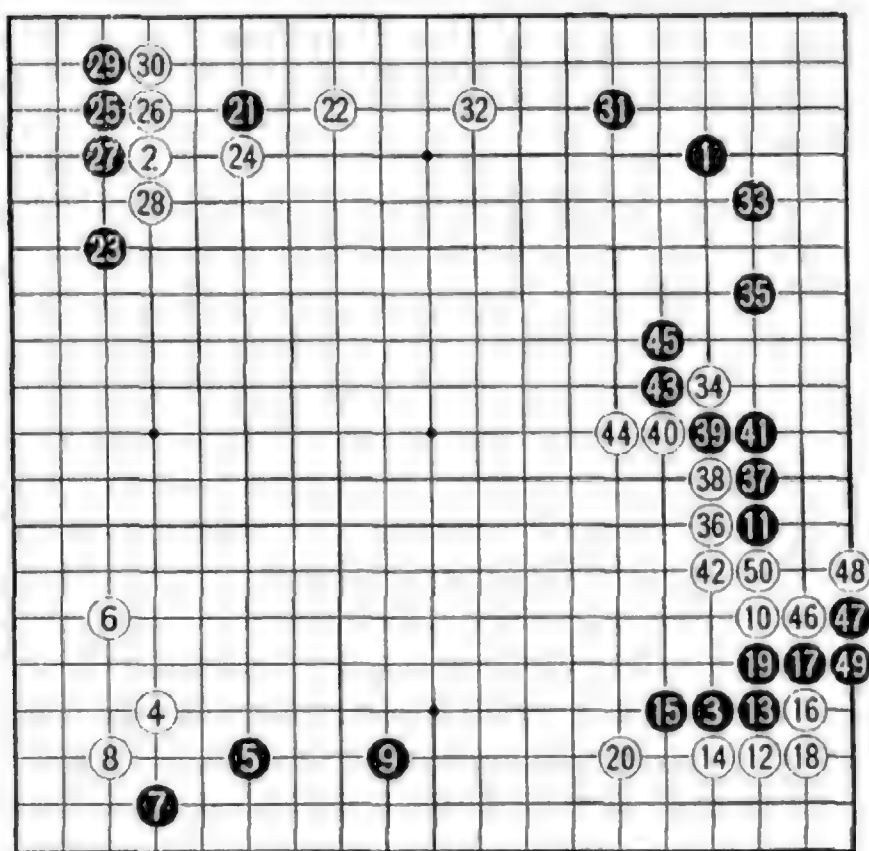


Figure 1 (1-50)

**Figure 1 (1-50).** A new joseki innovation

The usual move is to block at 27 with 26, but recently the sequence to White 30 is frequently played.

Instead of 35, it was suggested that Black 40 or a pincer at Black 38 would have been better. After White plays 36, he gets the advantage because he erases Black's thickness at the bottom. Black could have hane at 38 with 37, but this would have resulted in a fierce fight

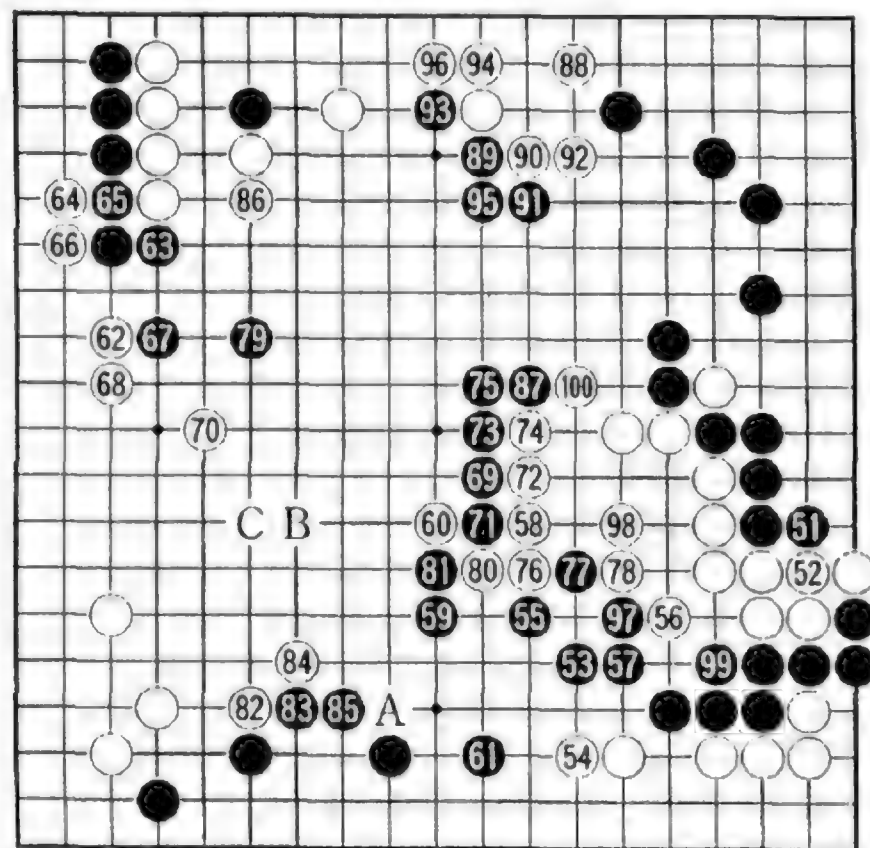
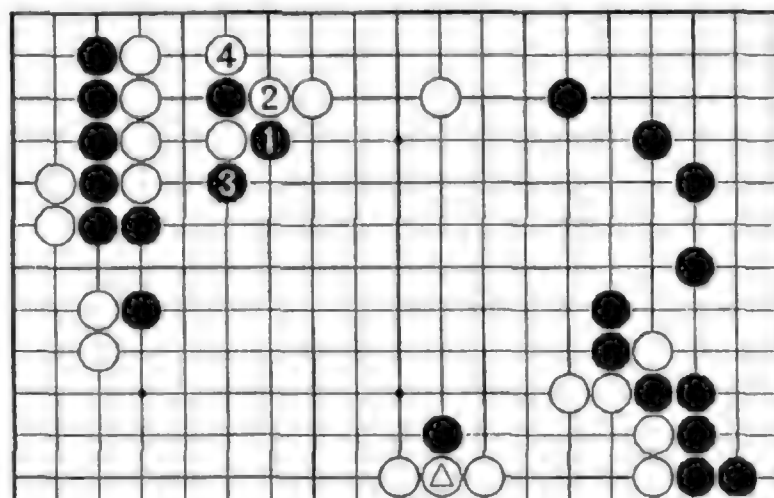


Figure 2 (50-100)

**Figure 2 (50-100).** White ignores the peep.

Black 61 prevents White from attaching at A.

Black peeps at 69, but White ignores it and plays 70. This kind of move is typical of Lee, but connecting at 71 would have been better. White doesn't have to worry about his group at the top. If Black attacks it with the hane of 1 in *Dia. 1*, he will have no trouble living with the sequence to White 4. White must not play 2 at 3 because Black will connect at 2 and White's stones are split in two.



Dia. 1

Instead of 89, Black should play at B or C to see how White would respond.

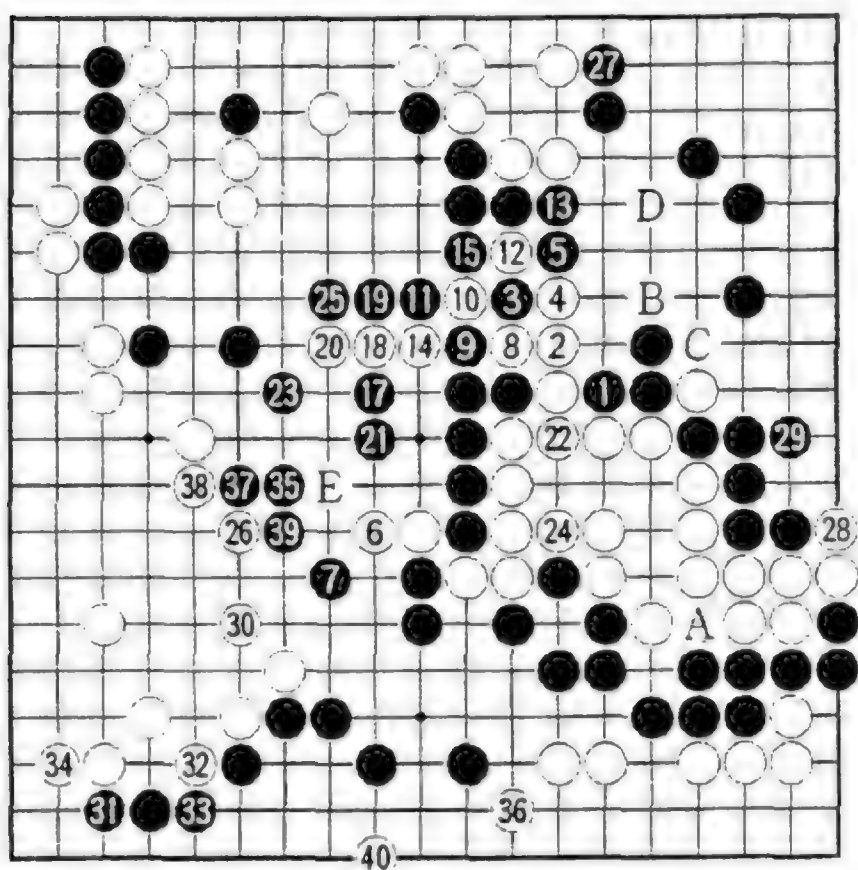


Figure 3 (101-140)  
16: at 3

**Figure 3 (101-140).** *White lives in the center.*

Black 1 was a bit hasty.

White 22 was a brilliant move. Even if Black destroys White's eye shape by playing at A, White could counterattack with the sequence White B-Black C-White D. There is also the diagonal move of White E.

After White plays 24, he lives with his big group in the center and takes a decisive lead.

**Figure 4 (141-170).** *Resistance is futile.*

Black might have continued the struggle

by connecting at 1 in *Dia. 2*, but White would exchange 2 for Black 3, then connect at 4, and the six black stones in the center would die.

*Black resigns after White 170.*

(*Paduk*, August 1997. Translated by the editor.)

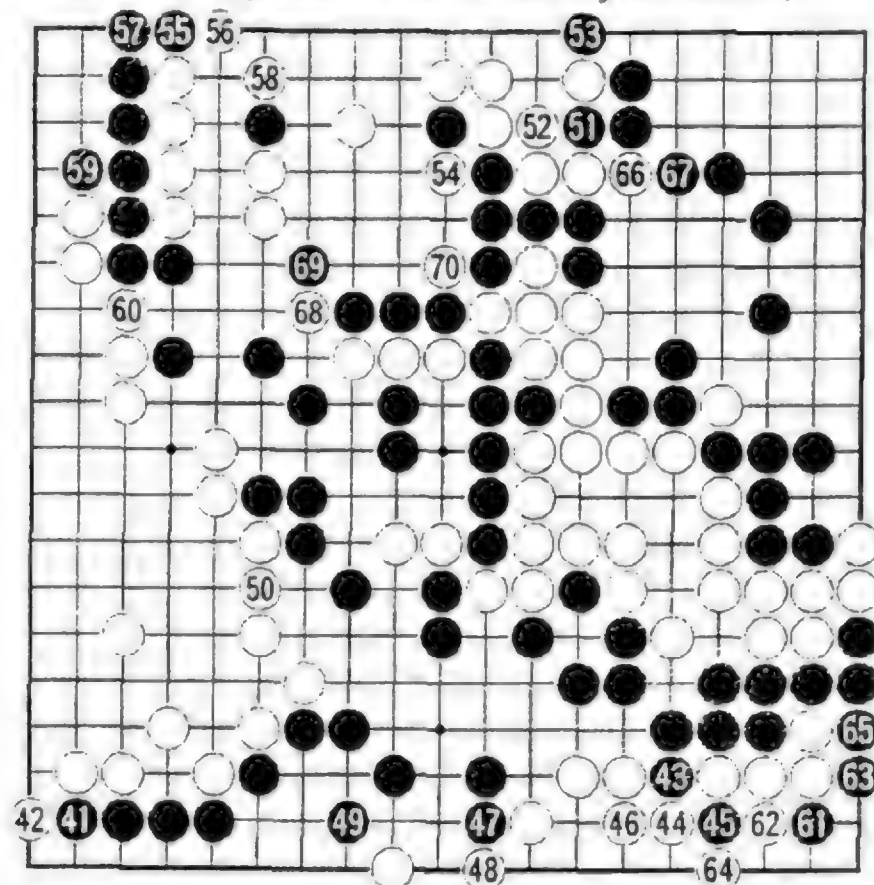
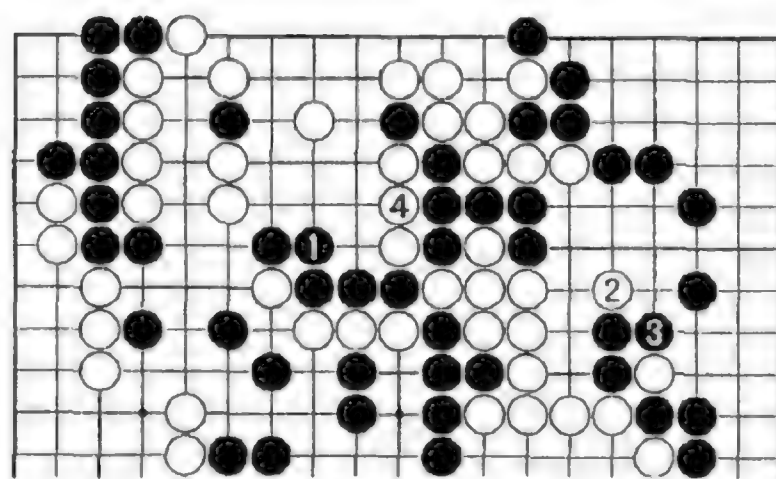


Figure 4 (141-170)



*Dia. 2*

## 7th BC Card Cup

In the seven year history of this knockout tournament, the cup has changed hands between Cho Hoon-hyun and Lee Chang-ho. Cho won the first cup in 1990, then Lee dominated the tournament for the next four years. Last year, Cho reclaimed the title, only to lose it again this year to Lee.

Perhaps to get some variety and fresh blood into this tournament, the sponsors have announced a change in the format for next year. The tournament is now open to Korean players from 1-dan to 5-dan and its name is now BC Card Cup: Sinin Wang (King of the New Stars). Prize money remains the same as before.

In his last appearance in this tournament's final best-of-five match, Lee took back the cup with a score of 3-1.

### Game Four

**White:** Cho Hoon-hyun

**Black:** Lee Chang-ho

**Komi:** 5 1/2 points; time: 5 hours each

**Played on** June 5, 1997

**Figure 1 (1-33).** *A fashionable joseki*

The sequence to Black 9 is a currently fashionable joseki. When White blocks at 16, Black must hane at 17. If Black responds with the



hane on the second line with 2 in *Dia. 1*, White will extend to 3. The sequence to White 17 would then follow. Black's five stones on the left come under attack.

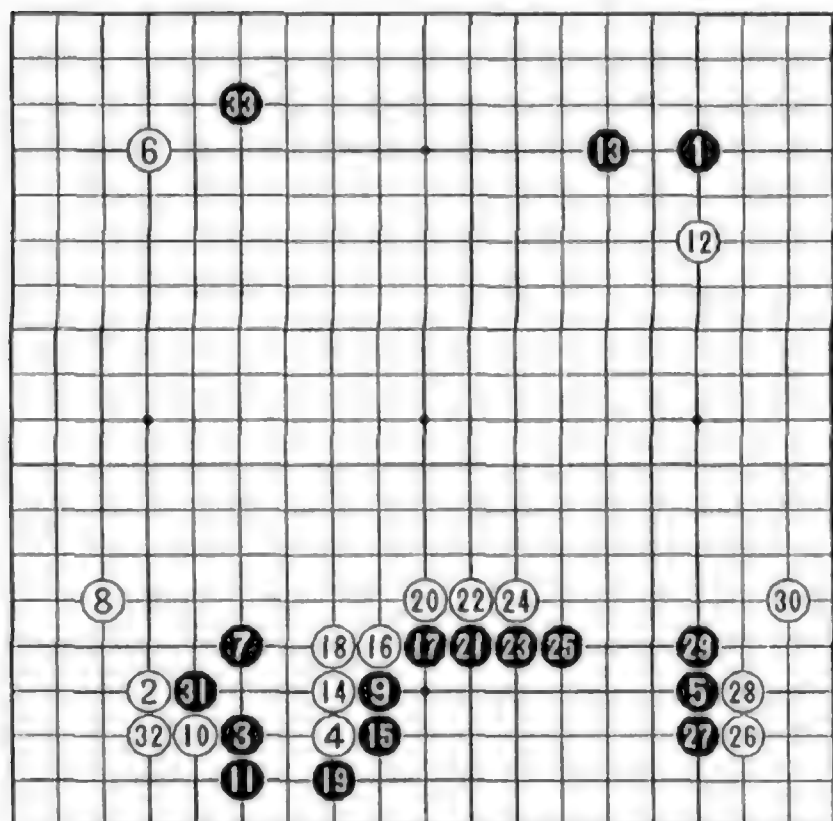
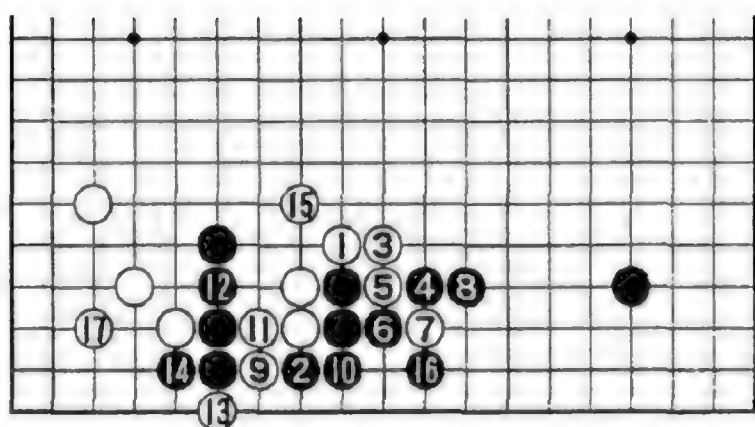


Figure 1 (1-33)



*Dia. 1*

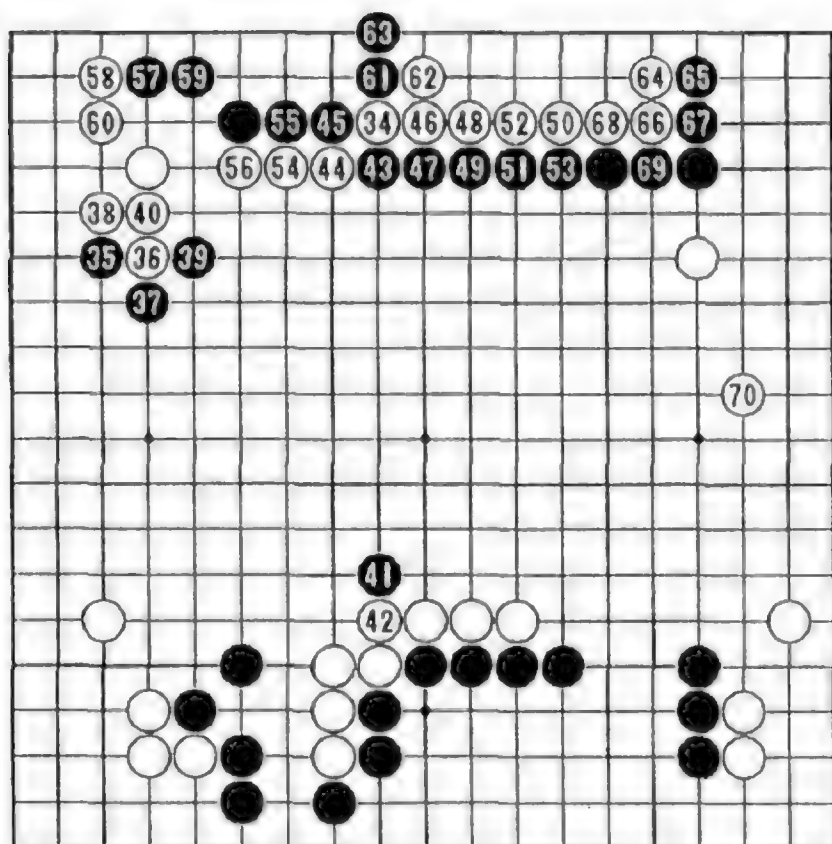


Figure 2 (34-70)

Figure 2 (34-70). *Cho's experiment*

Cho played the two-space pincer of White 34 as an experiment, but Black 43 was a strong counter. Lee felt that the thickness he got in the center with the sequence to Black 69 gave him a good result.

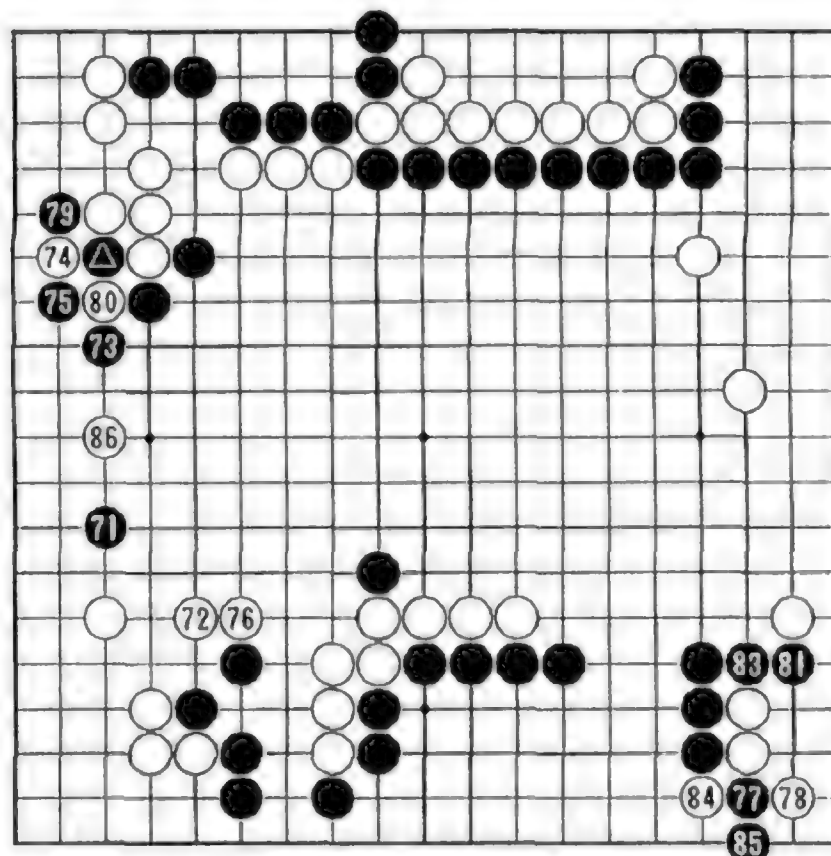
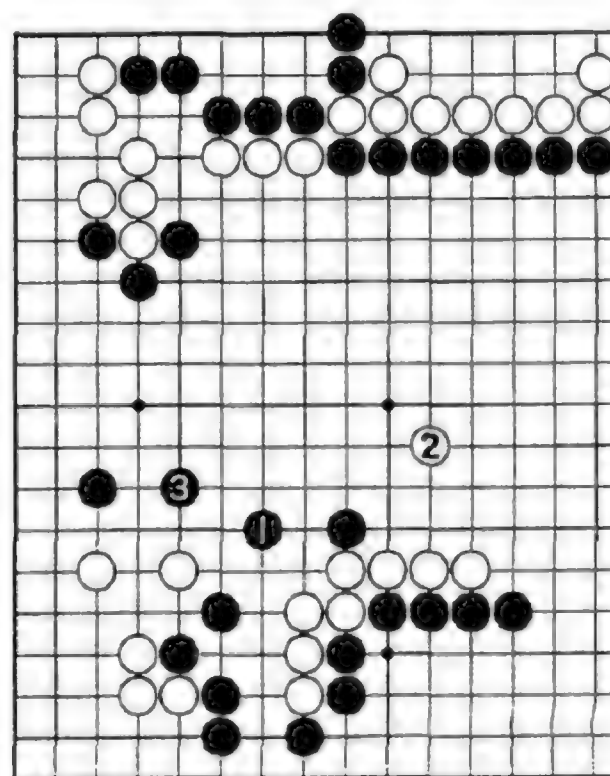


Figure 3 (71-86)

82: connects at the marked stone

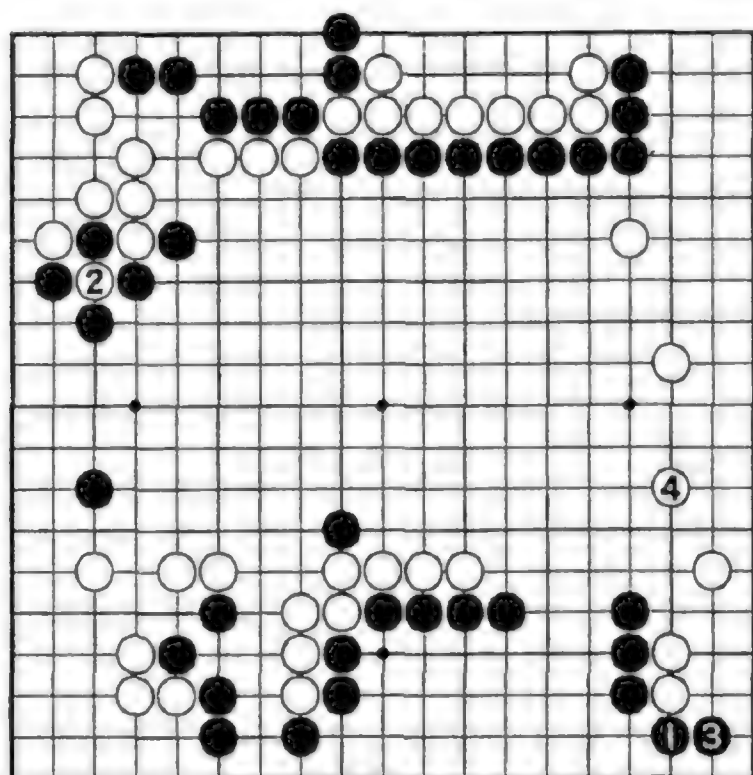
Figure 3 (71-86). *The game hinges on the ko.*

According to Lee, Black 1 and 3 in *Dia. 2*, instead of 73, would have been the simpler way to play.



*Dia. 2*

Before starting the ko with 79, Black exchanged 77 for White 78. But White should have taken the ko with 2 in *Dia. 3* instead of playing 78. Black would then extend to 3 and White would defend with 4. The game will now depend on the result of this ko.



Dia. 3

Responding with 78 seemed quite natural, but Lee then played 79 and White took the ko. In response to Black 81, Cho connected the ko because he didn't have enough threats to fight it.

White 84 was meaningless; once Black played 83, the white stones in the corner are dead.

The skirmish from 73 to 85 was a great success for Black. Enclosing the territory at the bottom along the fifth line gave Black 45 points. All the professionals watching considered the game over when White played 86. Still, White 86 threw the game into confusion.

Recently, as this game shows, Lee has been playing a fighting style of go.

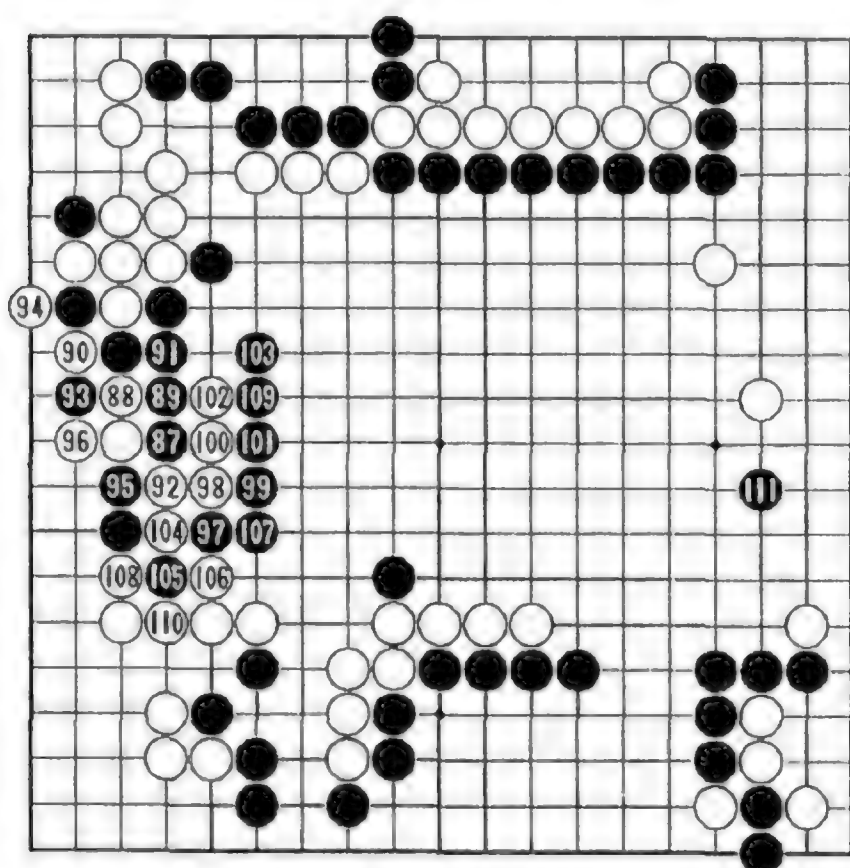
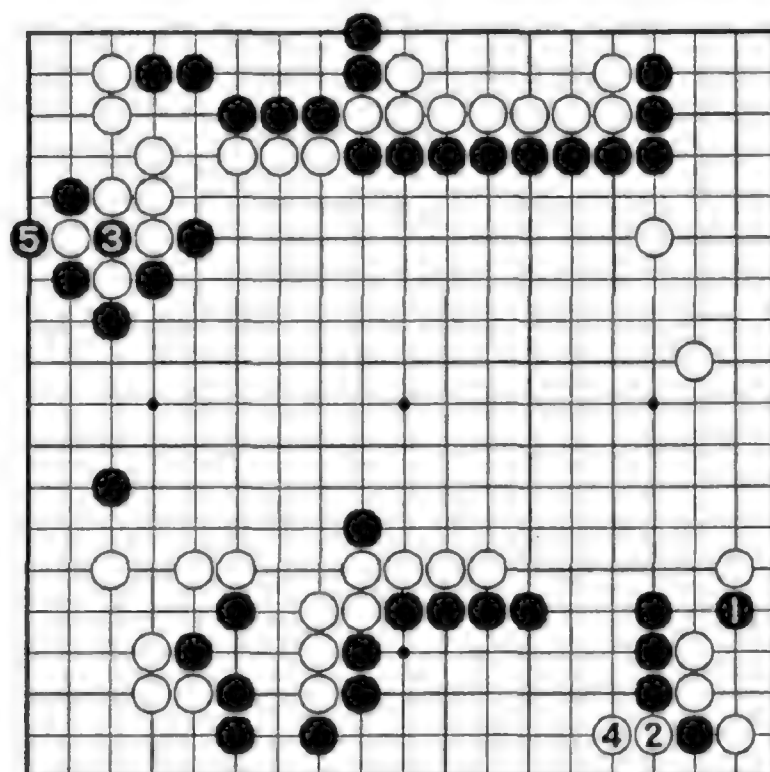


Figure 4 (87-111)

Some players might ask why White didn't play 2 and 4 against Black 1 in *Dia. 4*. The reason is that capturing the ko with 3 and 5 is bigger than 2 and 4. Black definitely gets the advantage because White's stones in the upper left are in danger. White's only hope was to connect the ko with 82.



Dia. 4

#### Figure 4 (87-111). Black's superb squeeze

After the lunch break, Lee examined the game record over and over. He finally attached at 87. The sequence to White 110 is a textbook example of sacrificing stones in a squeeze to maintain the advantage.

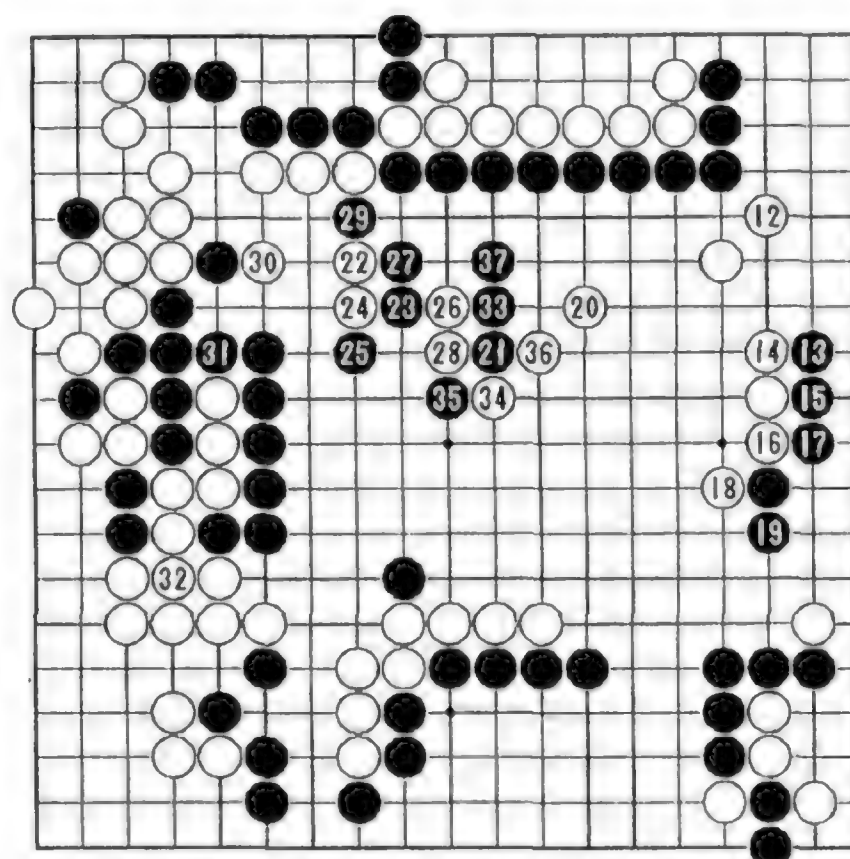


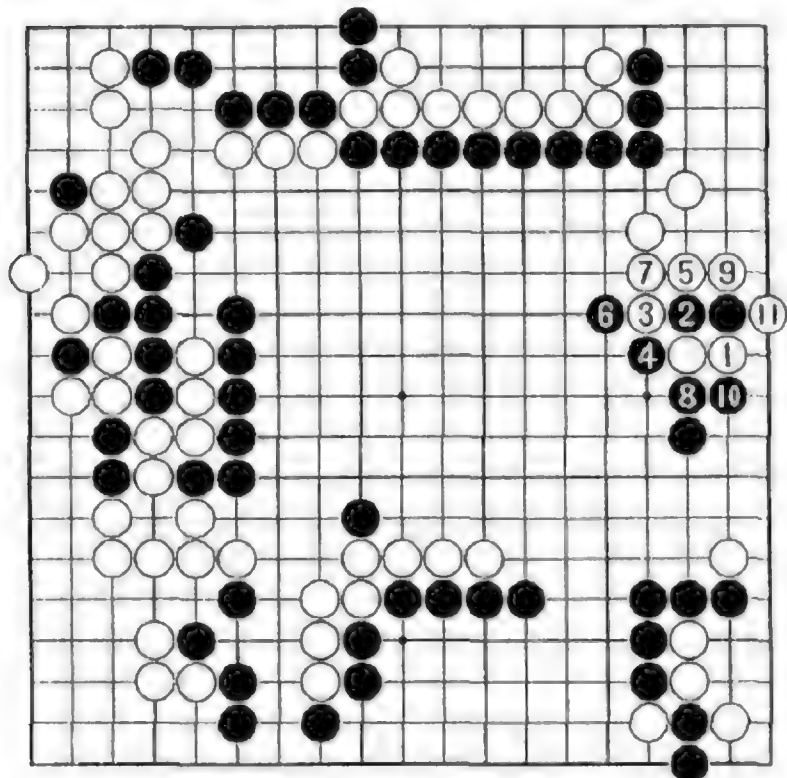
Figure 5 (112-137)

Figure 5 (112-137). Black goes into the lead. After White 110 in Figure 4, the left side is



worth 50 points, but after Black played 11 to 13, the territory on the bottom and the lower right side was much greater than 50 points. Instead of White 14, White could have also blocked at 1 in *Dia. 5*, but Black would squeeze with the sequence to White 11. White had no choice but to press with 14, even though Black's influence in the center prevented him from gaining much profit.

226 moves. Black wins by 5 1/2 points.  
(Paduk, July 1997. Translated by Masui Takao.)



*Dia. 5*

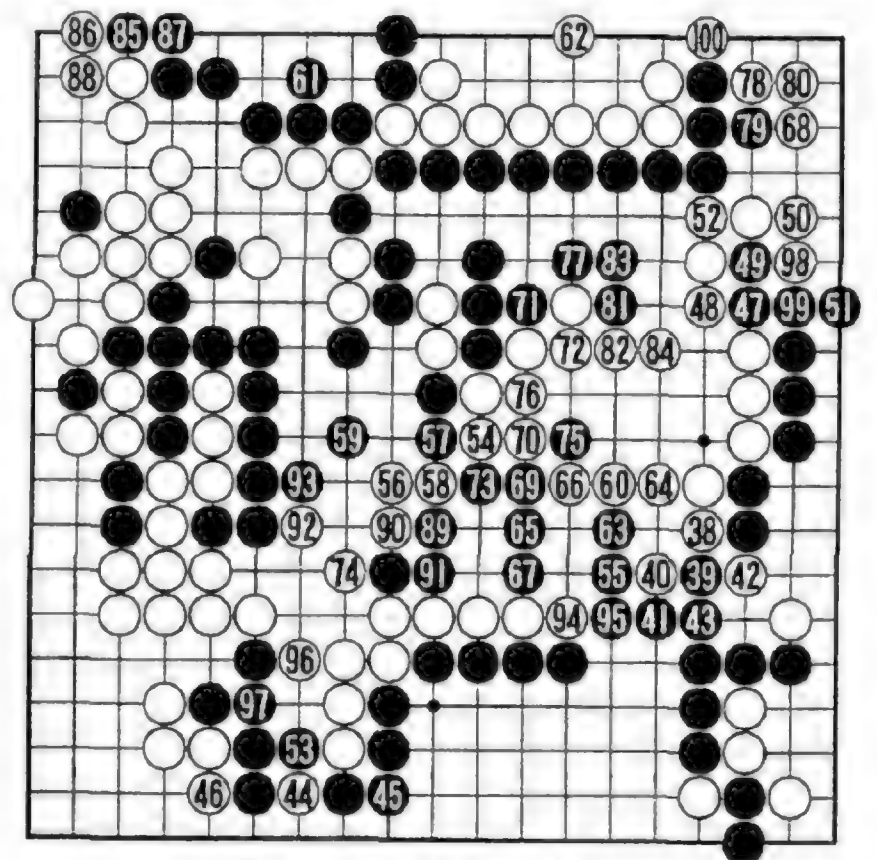


Figure 6 (138–200)

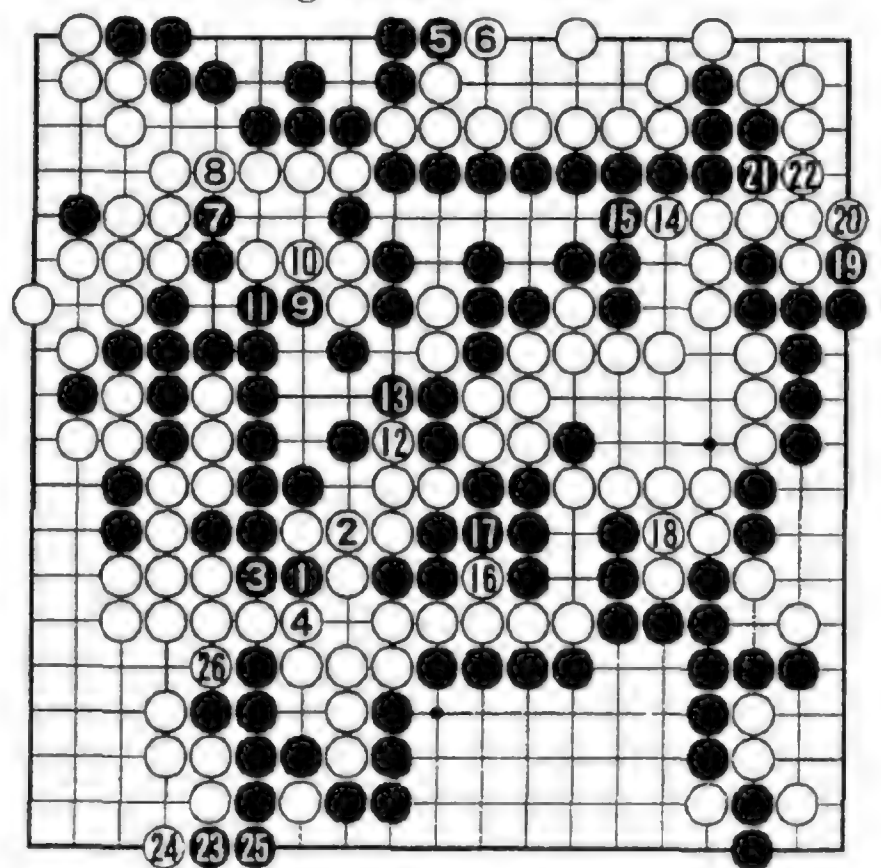
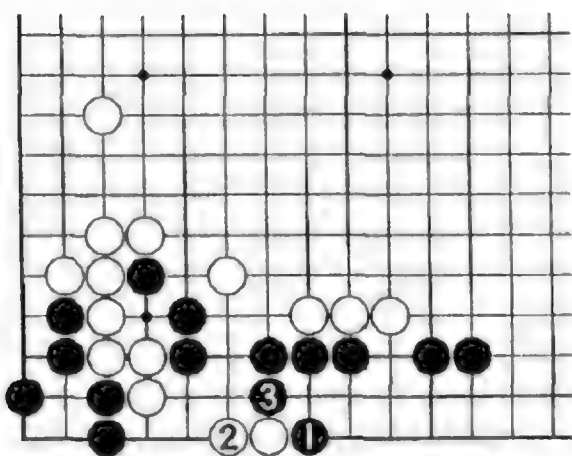


Figure 7 (201–226)

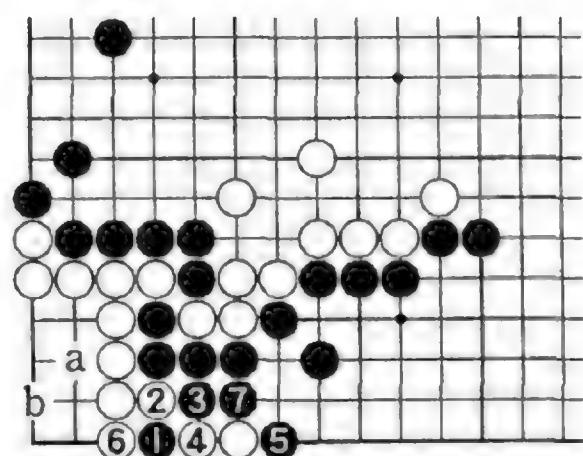
## Six Monkey-Jump Problems

### Problem 5



Black must be careful that his group in the corner does not lose liberties. Black 1 and 3 are the safest way to stop White.

### Problem 6



Black 1 is the best move. After White 6, Black is threatening to turn the corner into a seki by playing at 'a' or 'b'.

# Tong Yang Securities Cup Final, Game Three

## Cho Hoon-hyun vs. Kobayashi Satoru

Cho Hoon-hyun swept the match with three straight wins. However, Cho felt that the match could have easily gone the other way. 'These were not my best games.' Indeed, Kobayashi had a clear win in the first game and lost it because of carelessness. Some Japanese offered the excuse that Kobayashi became used to playing two-day games through his three encounters with Cho Chikun in the Kisei title, but Korean pros feel that a top pro should be able to play under all conditions.

**White:** Kobayashi Satoru 9-dan

**Black:** Cho Hoon-hyun 9-dan

Time: 3 hours each; komi: 5 1/2 points

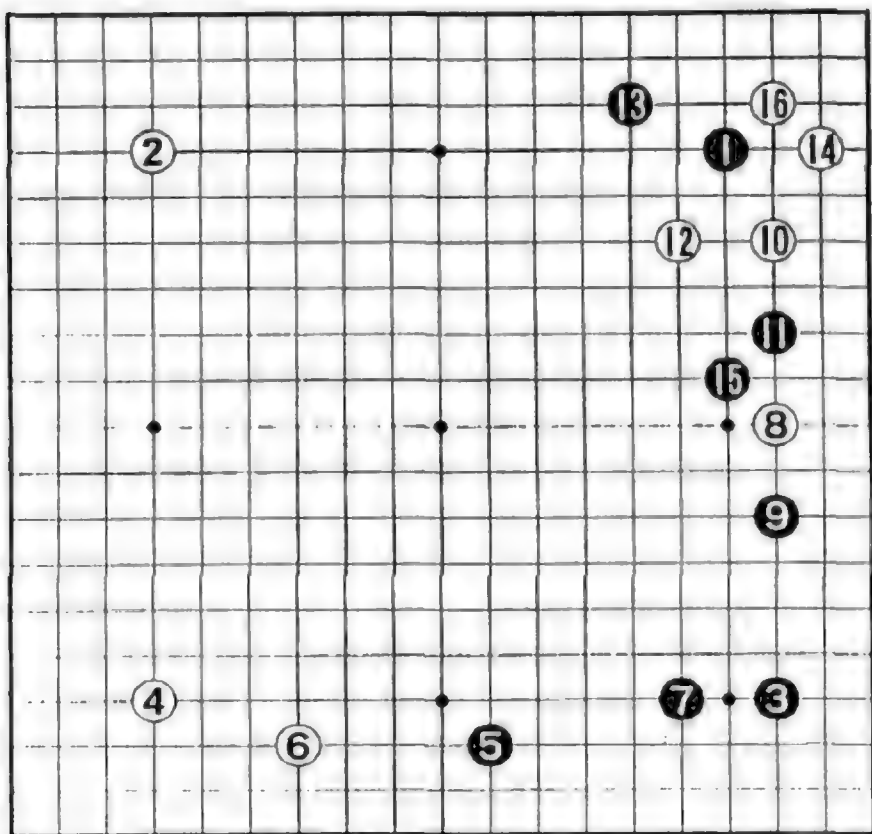


Figure 1 (1-16)

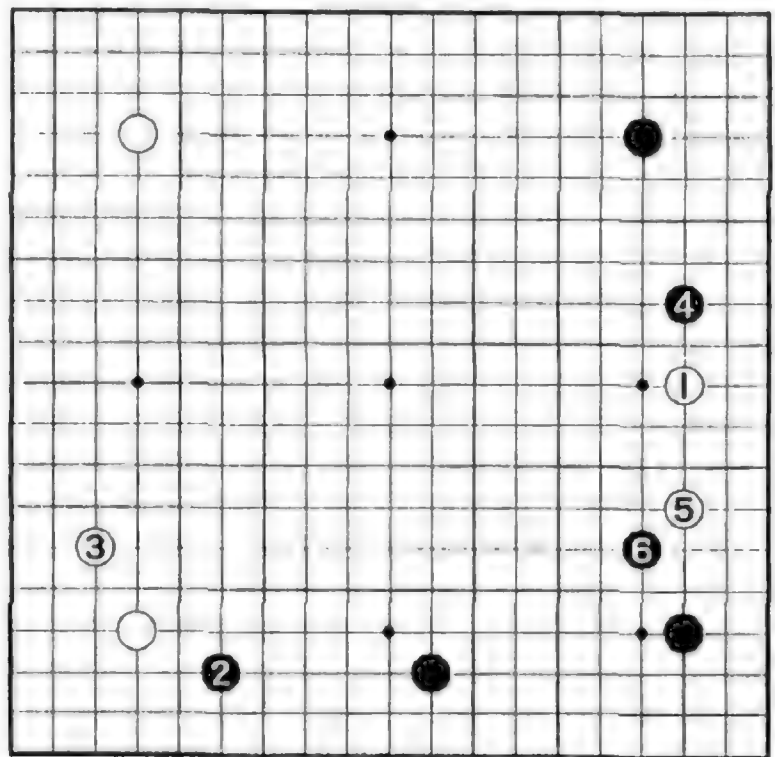
**Figure 1 (1-16).** A slow-paced move

White 6 is a slow-paced move. If White rushes to play 1 on the right in *Dia. 1*, Black will exchange 2 for Black 3, then Black 4 for White 5. Black next makes a shoulder-hit at 6 and starts to build a moyo at the bottom.

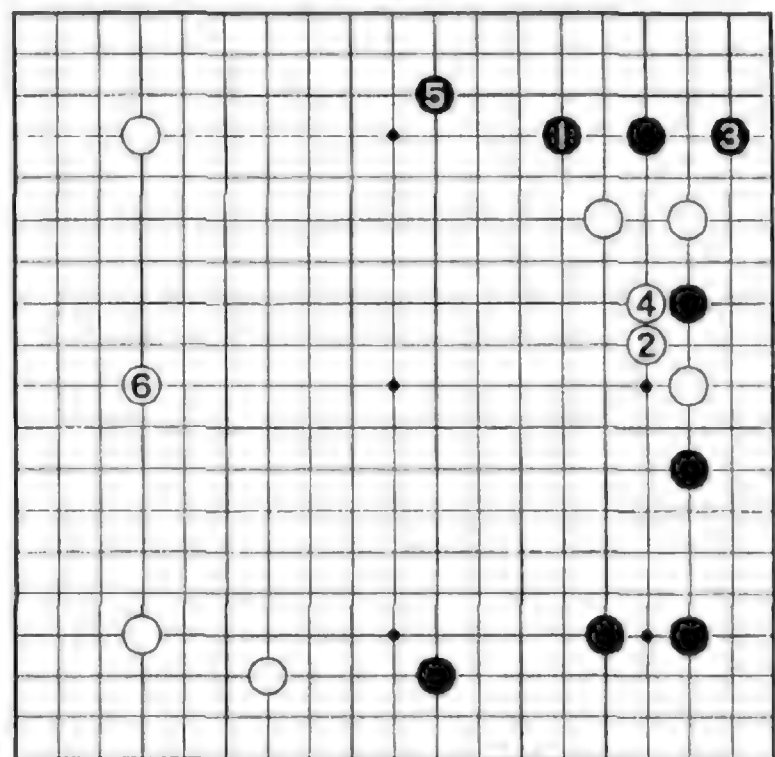
Instead of the knight's move of 13, Black could also jump to 1 in *Dia. 2*. In that case, the development to White 6 could be expected.

**Figure 2 (17-49).** Black expands his territory.

Kobayashi moves out into the center with White 18 and 20. Instead of escaping, White could make a sanren-sei on the left with A or he could probe in the lower right with B.



*Dia. 1*



*Dia. 2*

Fighting erupts when Black plays 23. Black 1 in *Dia. 3* is a quieter way to play. This could lead to a long and drawn-out game. After White 2, Black A would be a thick move.

Cho: 'Black A is a very big move, but I didn't want to play it at that time.' Perhaps Cho thought it slow.

Cho gets a big piece of territory in the lower right with Black 31. If Black plays 1 in *Dia. 4*, White will extend to 2 and Black must submissively defend at 3. If Black plays elsewhere, White will attach at 1 in *Dia. 5* and Black is in trouble.

Black played 37 and 39 as sacrifice stones to expand his territory at the bottom. The atari of Black 45 prevents White from expanding



his influence in the center. If Black were to simply extend to 1 and 3 in *Dia. 6*, the five marked stones could find themselves isolated and adrift in the center.

White 48 is essential.

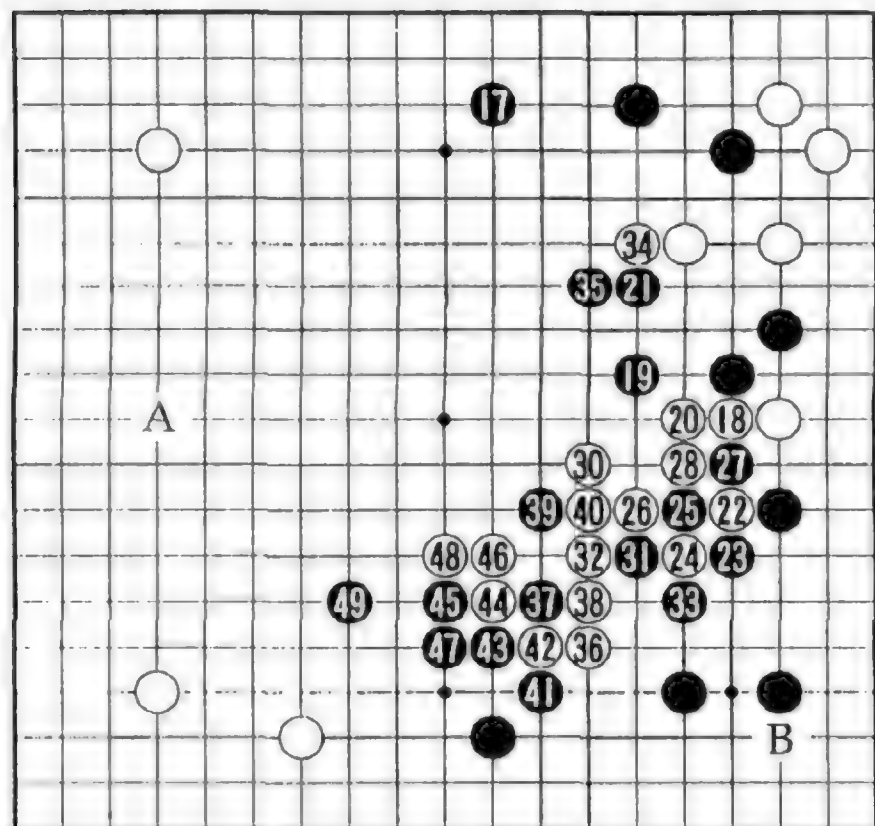
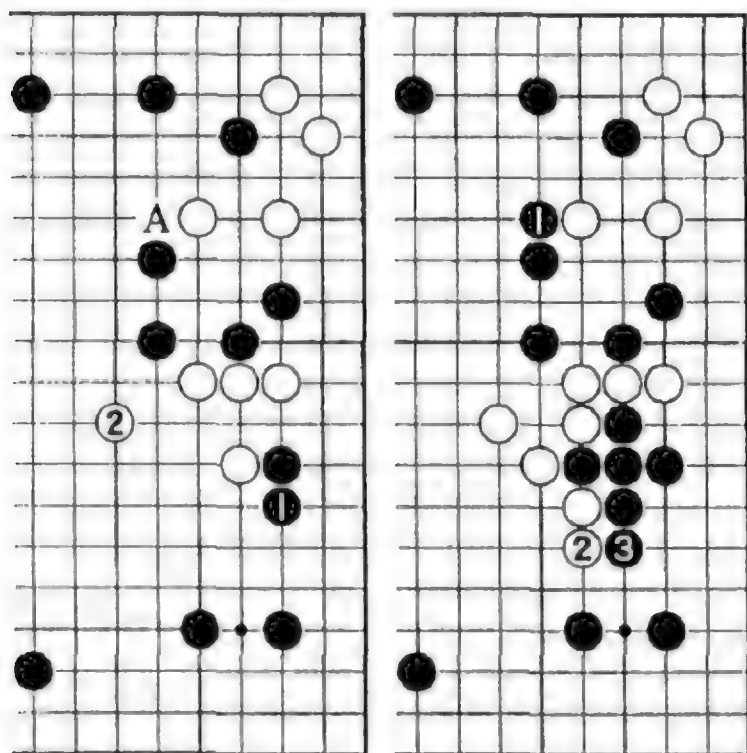
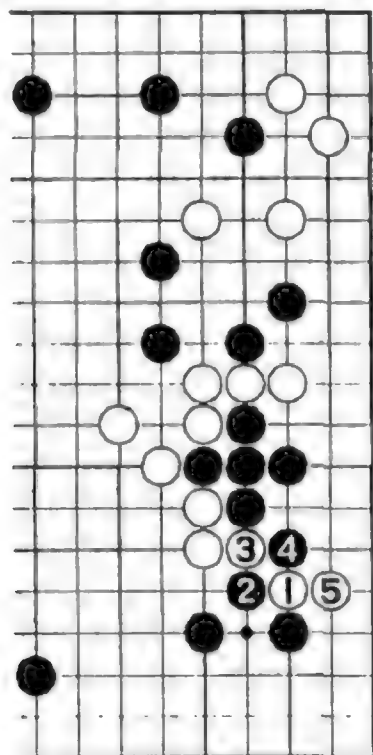


Figure 2 (17-49)

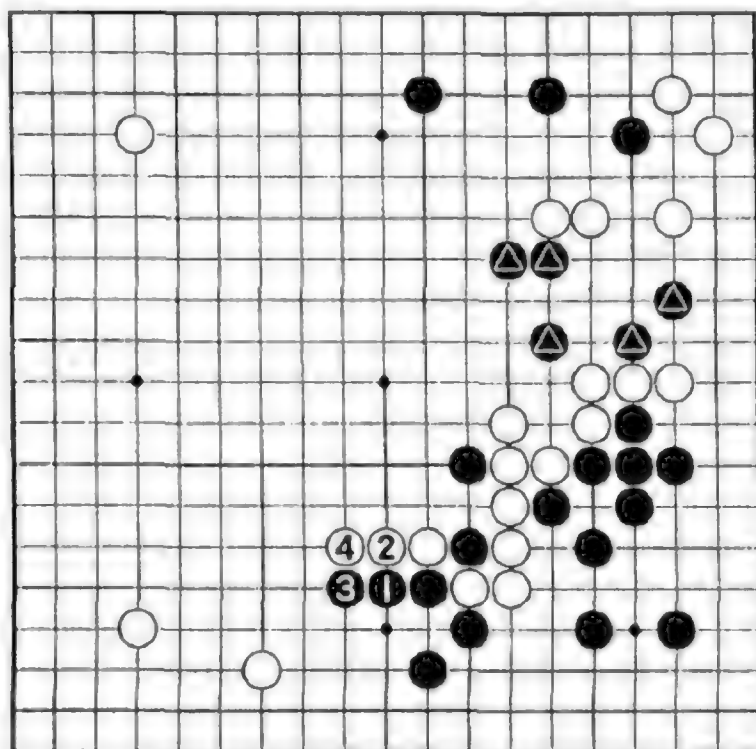


*Dia. 3*

*Dia. 4*



*Dia. 5*



*Dia. 6*

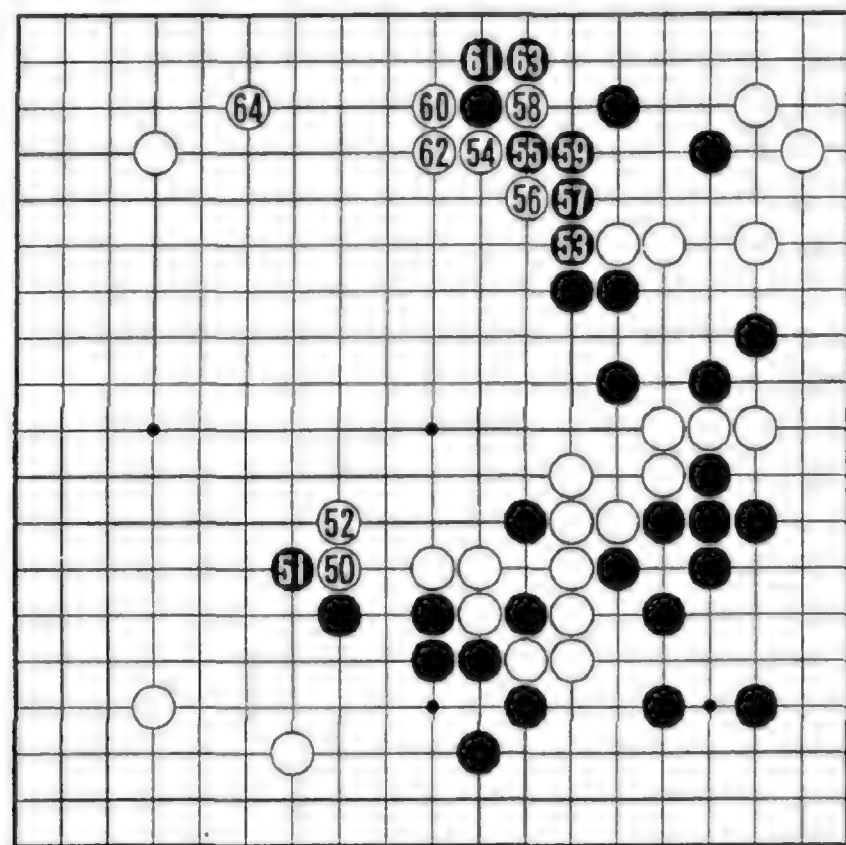
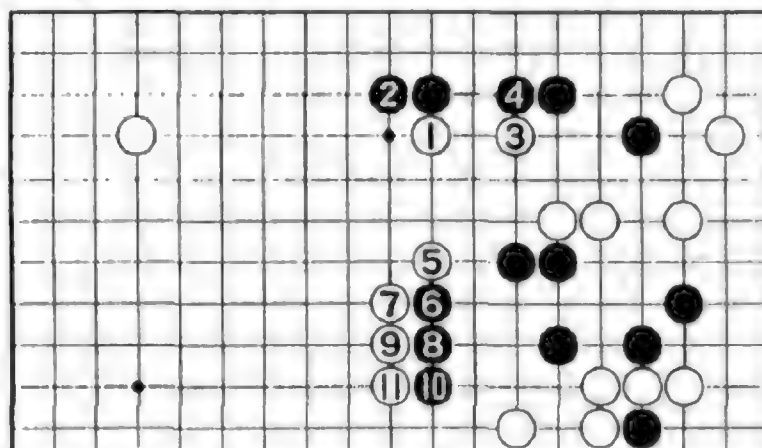


Figure 3 (50-64)

Figure 3 (50-64). *A slow move*

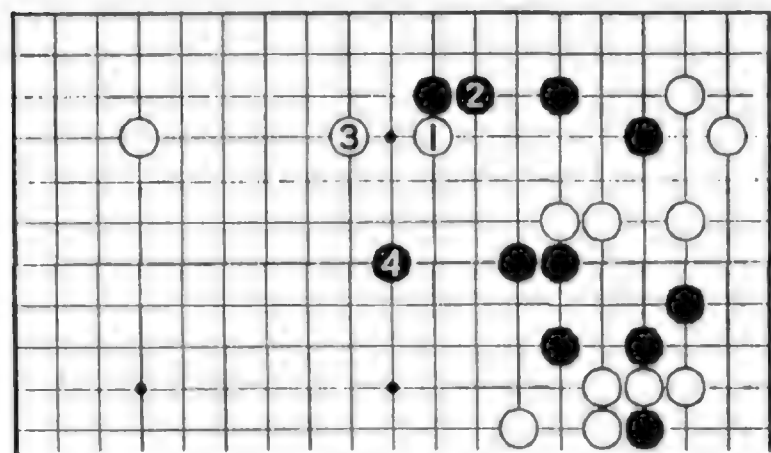
Kobayashi strengthens his center with White 50 and 52. Cho now has no choice but to turn at Black 53 to prevent his stones from coming under attack.



*Dia. 7*

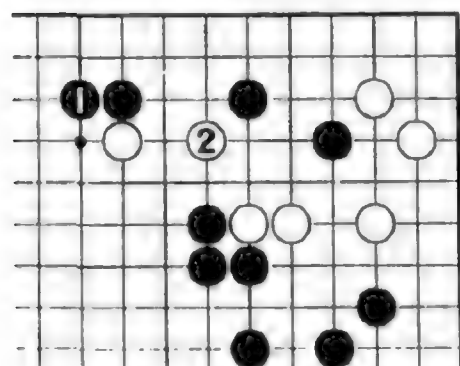
In the post-game analysis Kobayashi commented: 'White 50 was a slow move. I had to attack.' Cho agreed. Together they came up with *Dia. 7*. Cho: 'I think that *Dia. 7* is a better

way to play. Black makes two eyes with 6 to 10, but White gets influence on the outside. However, falling back with Black 2 in *Dia. 8* may be the proper move. If White jumps to 3, Black escapes by jumping lightly to 4.'

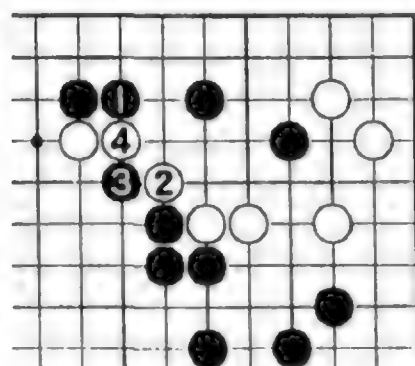


*Dia. 8*

Cho thought for 23 minutes over Black 55. This is the best move. If Black extends to 1 in *Dia. 9*, White 2 prevents the black stones above from linking up to the top. Black also fails to link up his stones by drawing back with 1 in *Dia. 10* after White 2 and 4.

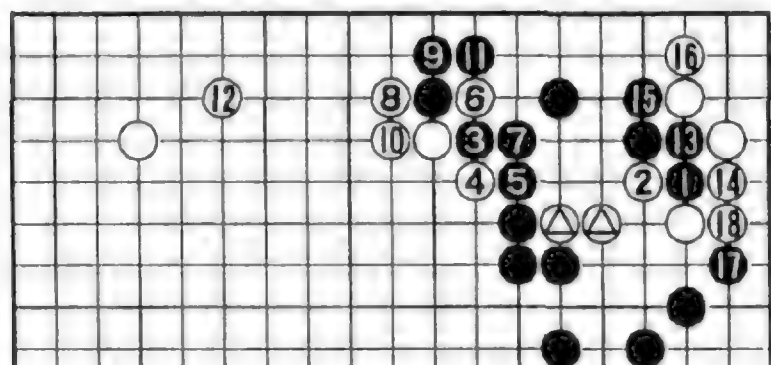


*Dia. 9*



*Dia. 10*

Black 55 would have worked better if Black first exchanged 1 for White 2 in *Dia. 11*. The difference between this sequence and the one played in the game is that Black 15 becomes a forcing move.

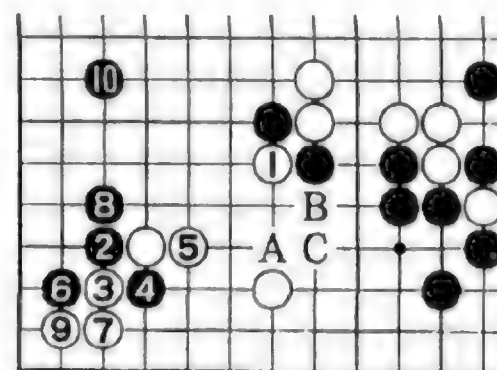


*Dia. 11*

Kobayashi thought that White 64 gave him a good game.

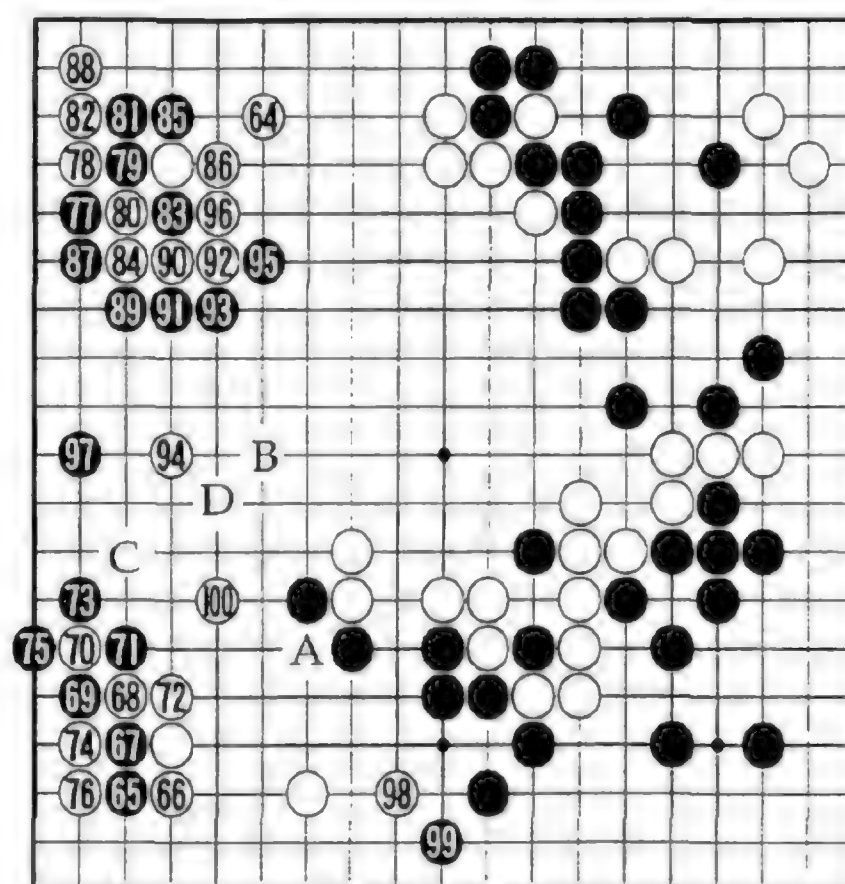
Cho disagreed: 'White 64 is lukewarm. White would like to cut at 1 in *Dia. 12*, but the

sequence to 10 is good for Black. Moreover, the attachment of Black A still remains. If White B next, Black C. After White 64, the game is not all that bad for me.'



*Dia. 12*

Well, then, where should White play 64?



*Figure 4 (64-100)*

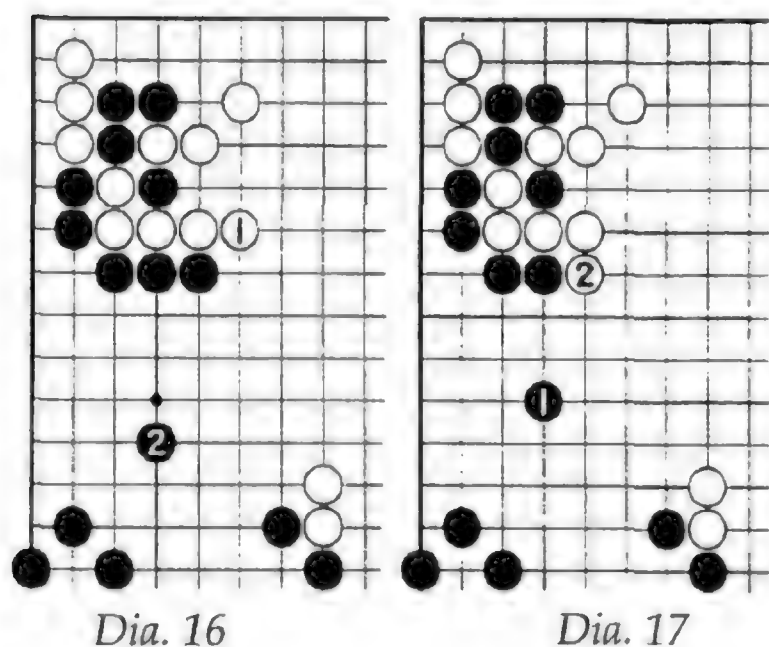
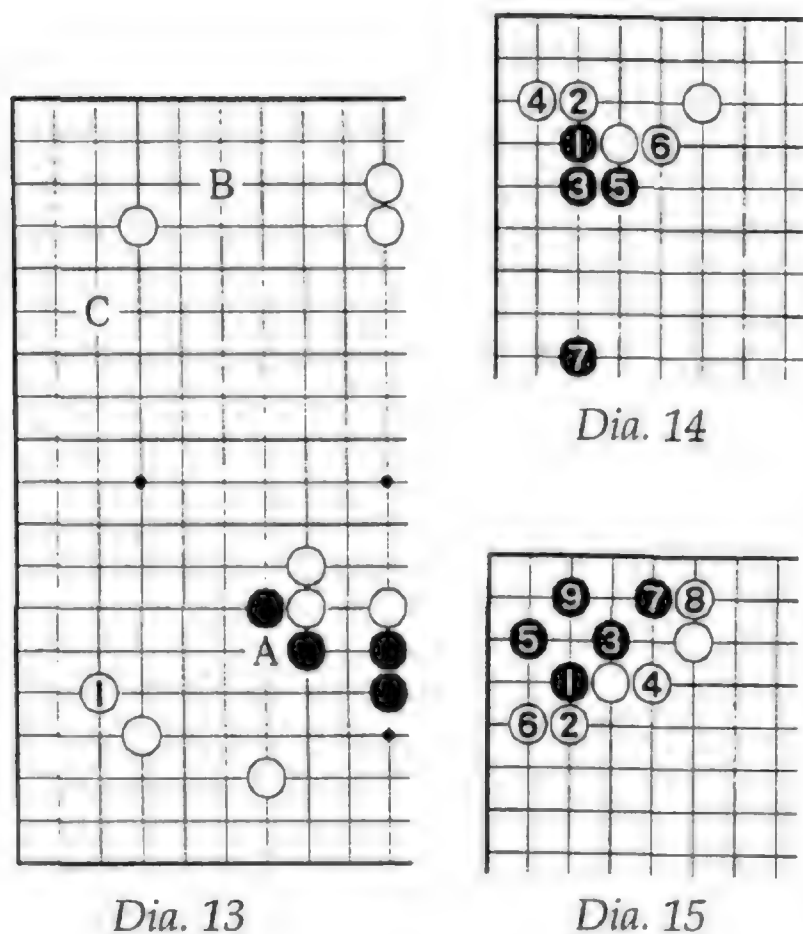
**Figure 4 (64-100). Confuse your opponent!**

Cho: 'Invading at Black 65 is much better than White 64. White should have taken the corner territory with the diagonal move of 1 in *Dia. 13*. I wouldn't know where to play next: A, B, or C.'

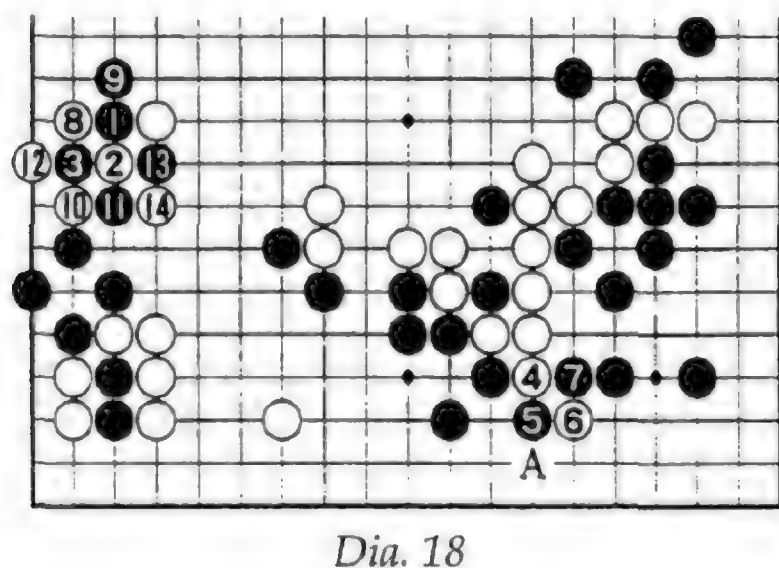
A good player always tries to confuse his opponent. The reason White 64 was a lukewarm move is that Black's next move is obvious. After Black captures with 75, the cut at A is no longer worth much.

Black 77 was not good. Even though the sequence to White 92 is a joseki, White has taken a lot more territory than Black. Black should have attached with 1 in *Dia. 14* and played the sequence to 7. If White answers Black 1 with 2 in *Dia. 15*, Black is happy to take the corner.





White 94 was a splendid move. Black responded submissively by playing on the second line with 97. Now the game was close. Cho expected White to extend to 1 in *Dia. 16*. This move would have allowed him to map out a large territory on the left with 2. According to Jang Su-young 9-dan, the proper move was Black 1 in *Dia. 17* instead of Black 93.



Instead of 97, Black 1 in *Dia. 18* leads to a ko fight. White first creates ko threats with 4 and 6, then sets up the ko with the sequence to 14.

If Black caps at B instead of 97, White C or D makes things difficult for Black.

**Figure 5 (101-141).** *Cho is not optimistic.*

At this point, Cho isn't very optimistic about his chances. That's why he's thrashing about so violently with Black 3 and 5. But the post-game analysis showed that Cho was slightly ahead, so Black 3 and 5 weren't necessary. He should have played the sequence from Black 1 to 7 in *Dia. 19*. Cho hesitated to play this way because he found the subsequent moves from White 8 to 20 painful. The hane of White 2 in *Dia. 20* is another variation.

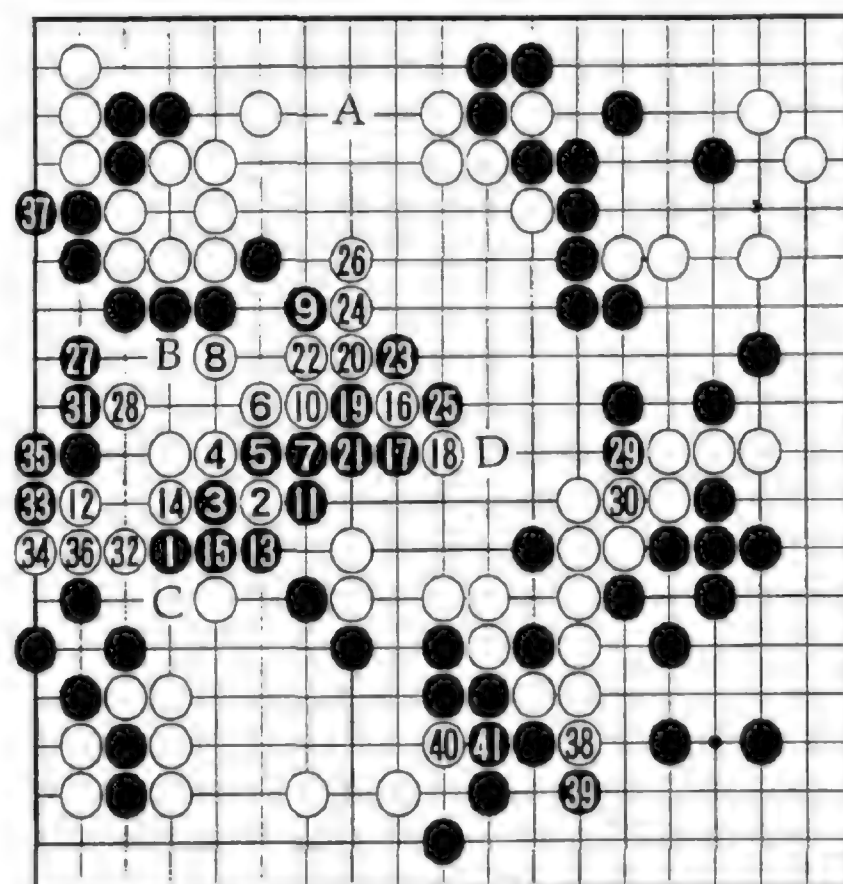
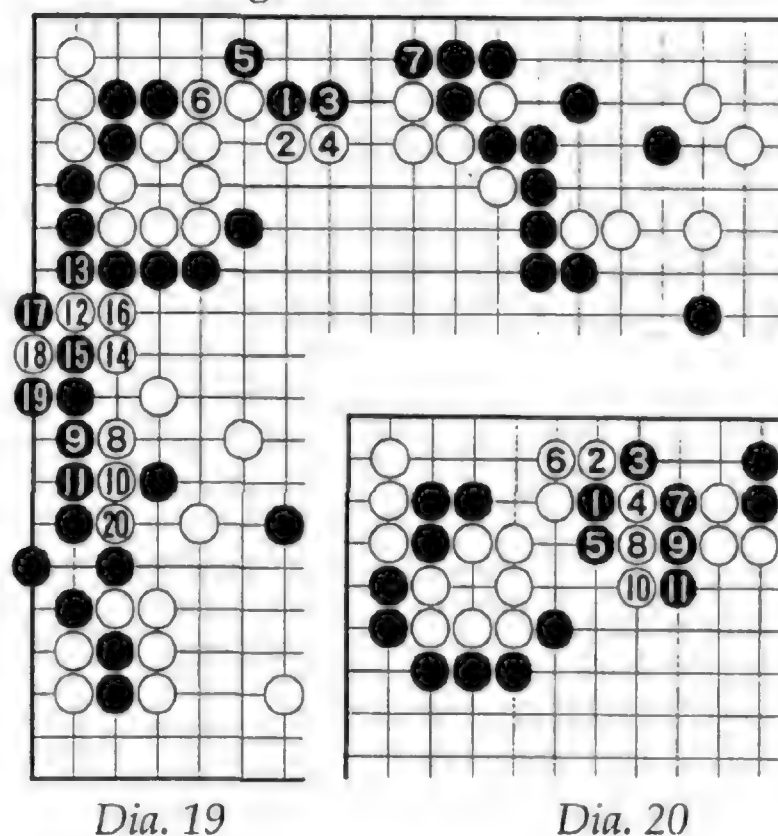


Figure 5 (101-141)

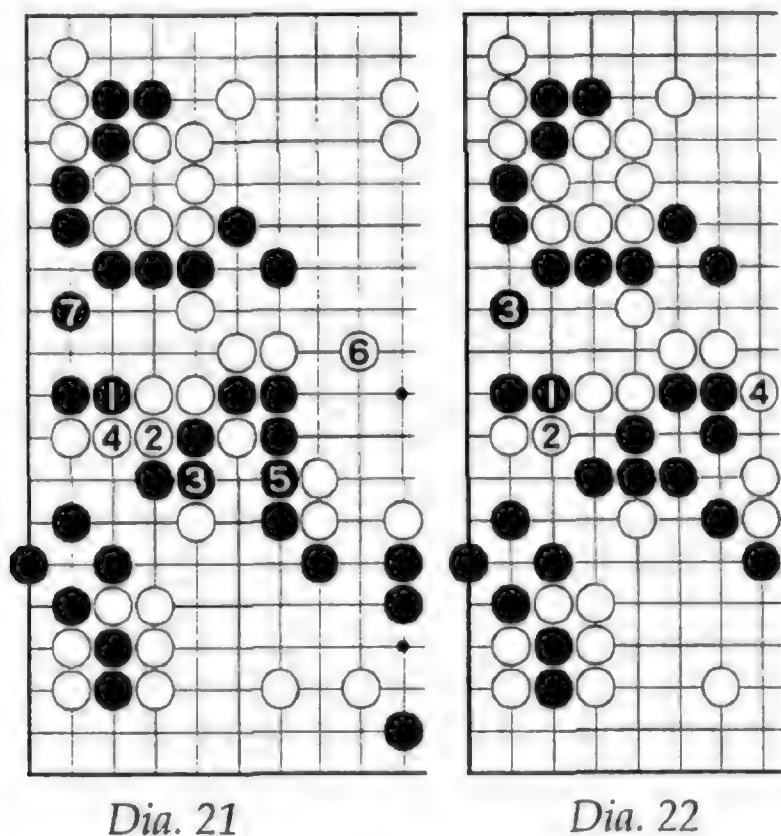


In the pressroom, some of the professionals watching the game thought that Black A in the figure instead of 3 would have been just as effective.

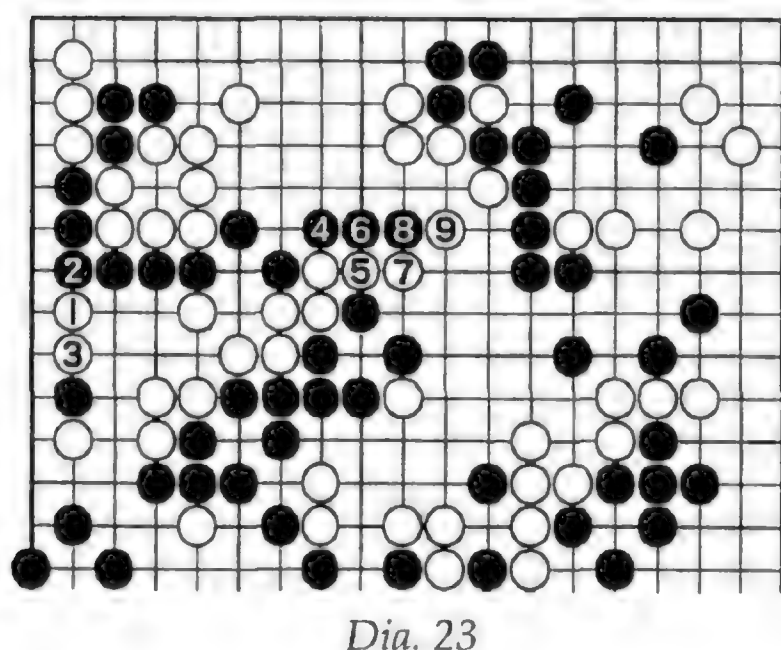
White 10 and 12 put up the strongest resistance.

If Cho had lost this game, Black 13 would have become the losing move. He should have played the sequence from Black 1 to 5 in *Dia. 21*. White must run away with 6, and Black makes life for his group on the left with 7. Black has a won game.

Cho: 'I suffered damage on the left side, so I thought I would lose this game.'



Cho now starts to stir things up and he hopes his luck will do the rest. The first step is Black 17, which is an all-out move. Living with Black 1 and 3 in *Dia. 22* are the proper moves, but they are not enough to pull off an upset.



White 26 is the losing move. It is too submissive, although Kobayashi may think of it as a patient move. He must play on the vital point of 1 in *Dia. 23* and Cho must resign after the sequence to White 9.

Instead of Black 33, it would have been better to play at B. Where would White answer? At C or at D?

Figure 6 (142-200). Cho's endgame skill

White 42 was too prudent. It may seem like the proper move, but White 1 in *Dia. 24* would end the game. White's group on the right is safe, as is shown by the sequence to White 17. Perhaps Kobayashi was playing safe and intended to win in the endgame, but he should have realized that Cho's endgame skill has greatly improved after the innumerable games he has played with his disciple Lee Chang-ho, one of whose nicknames is 'God's calculator'.

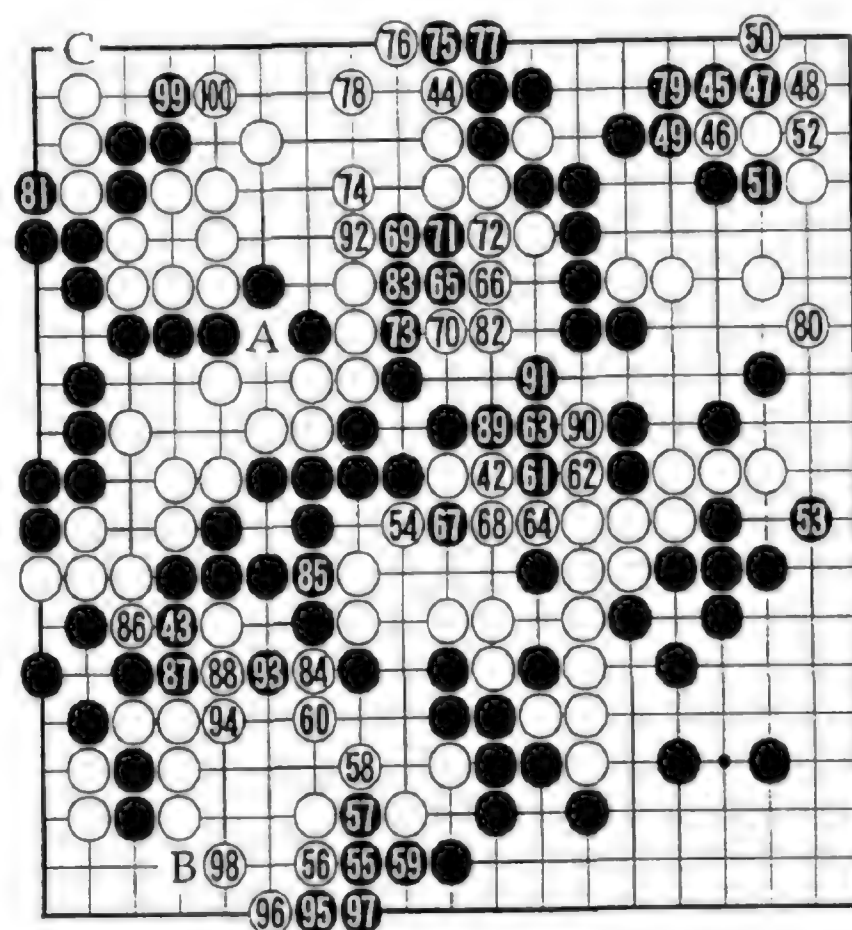


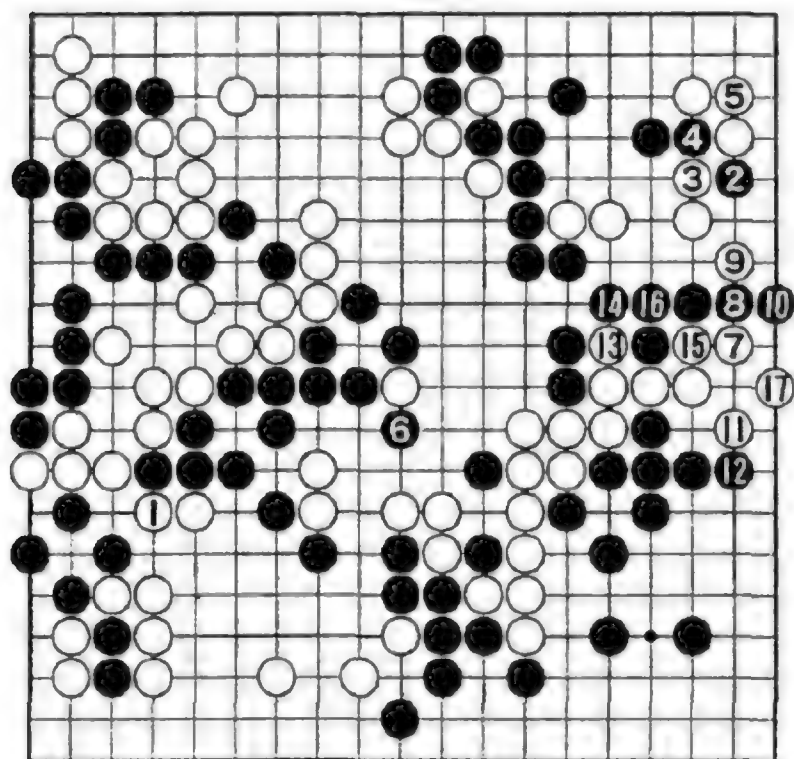
Figure 6 (142-200)

It seemed as if the game were over for Cho when Kobayashi took the last big point at 44. The professionals in the pressroom had given up all hope for Black.

If Kobayashi had remained calm and played at 83 instead of White 66, he would have won by half a point.

However, White 100 was an even bigger mistake. Descending to A would have been two points better.





Dia. 24

Figure 7 (201-285). A half-point win?

Black 1 is a tesuji. The margin of victory is now only half a point.

Cho: 'When I played Black 45, I estimated that I could win by half a point.' White 54 is Kobayashi's last attempt to stage an upset, but Cho starts a ko with Black 55. Cho has more

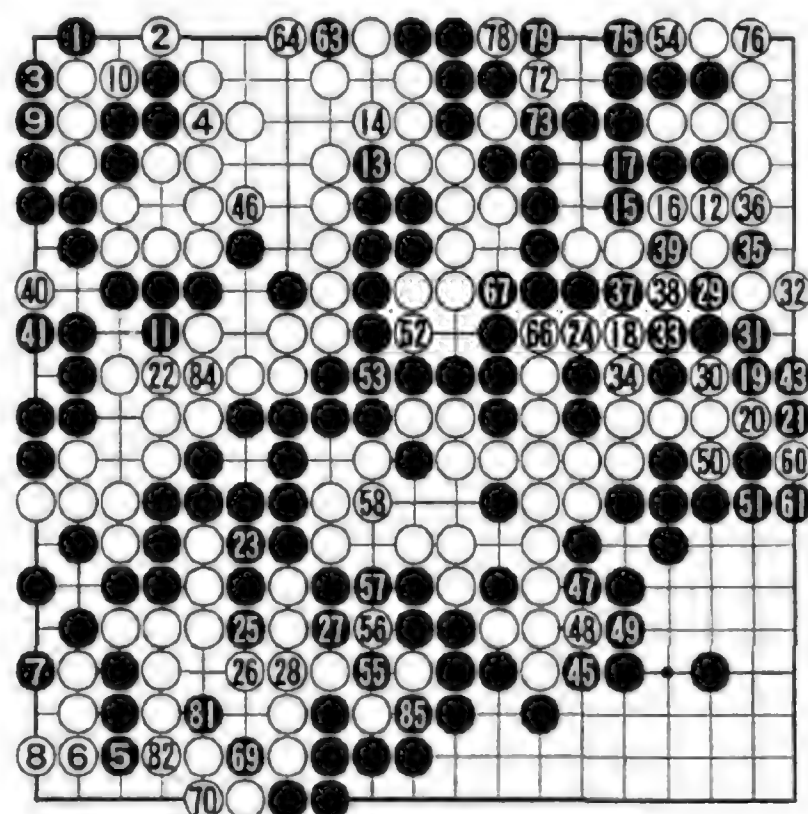


Figure 7 (201-285)

42: at 38; 44: at 39; 59, 65, 71, 77, 83: at 55;  
62, 68, 74, 80: at 56.

ko threats, so Kobayashi has no choice but to give up.

White resigns after Black 285.

(From Paduk, June 1997.)



Kobayashi looks discouraged and exhausted at the end of the third game of the Tong Yang Securities Cup final.

# The First LG Cup Final

## Lee Chang-ho vs. Yoo Chang-hyuk

### Duel for the Golden Prize

There was an air of disappointment when the final match of the first LG Cup came down to two Korean Professionals. But Lee Chang-ho and Yoo Chang-hyuk are such go super stars that it was not unexpected.

In the early 90's Lee Chang-ho surpassed his teacher Cho Hoon-hyun and established himself as the strongest Korean player by dominating the domestic Korean tournaments. In the international tournaments in 1996, Lee won the Fujitsu Cup, Tong Yang Securities Cup, and the Asian TV Championship. Lee also led the Korean team to victory in the Jinro Team Cup.

Yoo also had a successful year in 1996. He stopped Lee in both the Ing Cup and Sam Sung Cup to reach the finals. He won the \$400,000 Ing Cup, but lost in the finals of the Samsung Cup to Yoda Norimoto of Japan.

Thus, the match between these two super stars on the international circuit promised to be an exciting event.

### Game Three

**White:** Yoo Chang-hyuk

**Black:** Lee Chang-ho

Komi: 5 1/2 points; time: 3 hours each

Played in Seoul at the Lotte hotel on May 19, 1997

### Figure 1 (1-22). An unusual opening

Black 3 was unexpected. Usually, the corners are occupied before playing approach moves. This move must have caught Yoo by surprise because he thought for 13 minutes and 30 seconds before responding with White 4. For a three-hour time limit, it was a long time to spend on only the fourth move.

When White played 6, he expected Black to take the corner with 7, but as compensation, White occupied the last empty corner with 8. As a result, each side occupied two corners, but White had a presence in three of them. This sort of pattern during the early phase of the opening is rare.

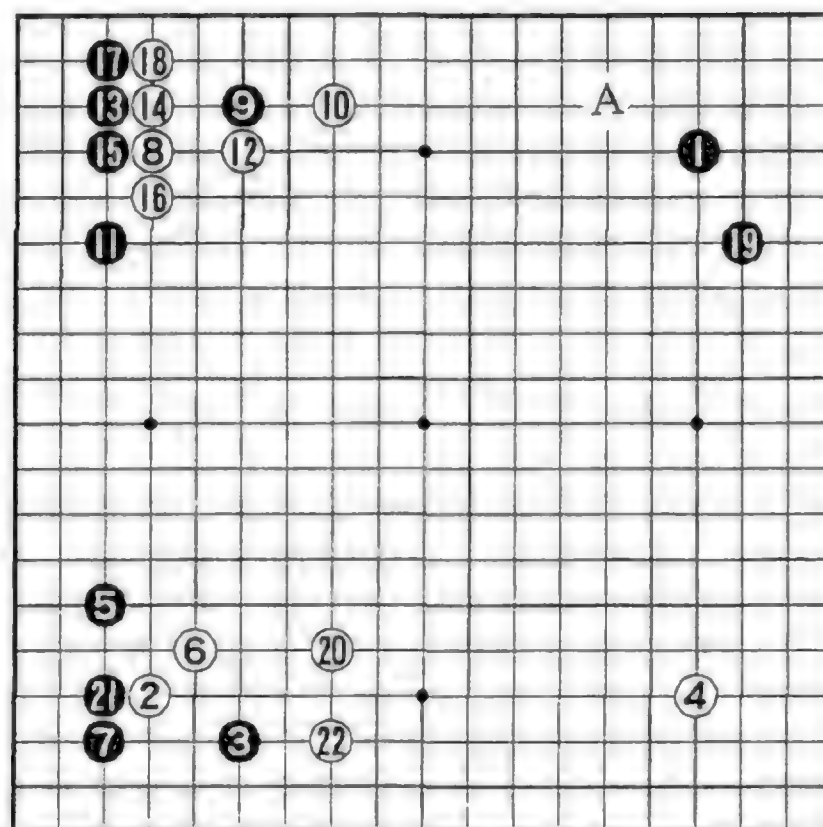
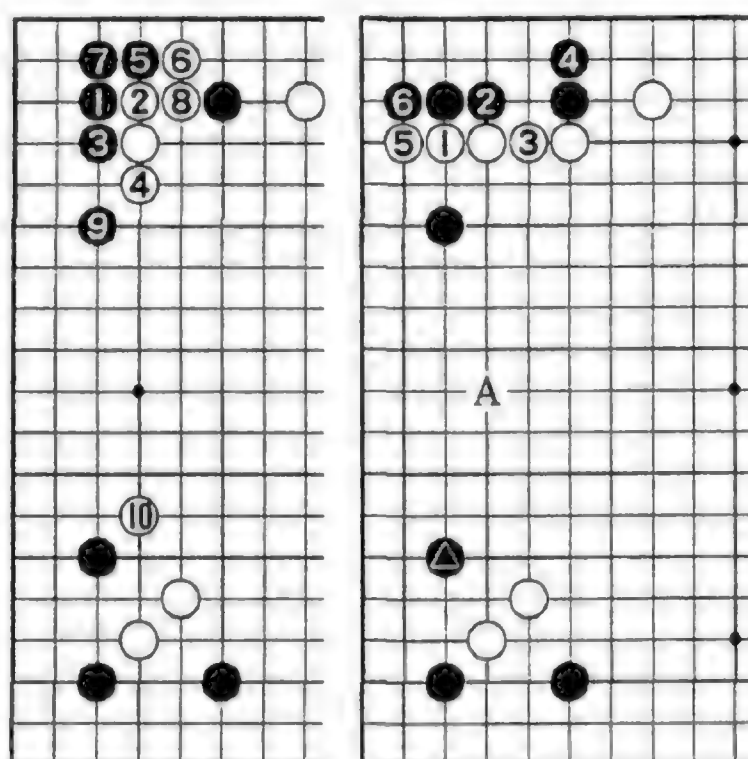


Figure 1 (1-22)

Against the pincer of White 10, Black played a double approach move with 11. This was an aggressive move. If Black immediately invades at the 3-3 point with Black 1 in *Dia. 1*, the sequence to Black 9 will follow. White ends in sente, so he could play 10 and force Black into a low, overconcentrated position along the 3rd line.



Dia. 1

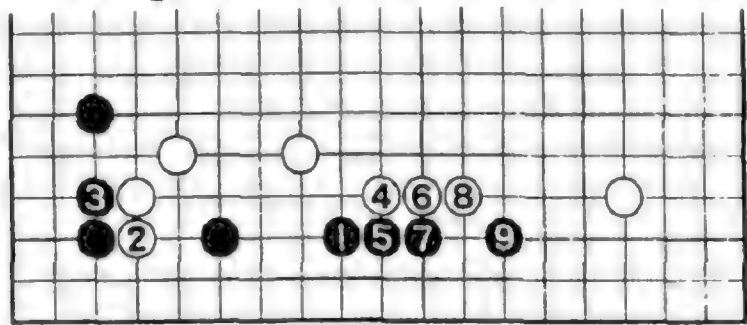
Dia. 2

When Black invades at 13, White must not respond in the direction of 1 in *Dia. 2*. The sequence to Black 6 could be expected and White's wall along the left side would be nullified by Black A.



Black 19 is a difficult move to evaluate. What about Black A instead? The better move can only be determined by the subsequent development. Lately, Lee has often been experimenting with small knight's moves from the star point.

White 20 was an elegant move. It was devised by Nie Weiping of China. This two-space jump is well suited to Yoo's aggressive style. Whereas the small knight's formation of 1 and 19 is tight, White 20 is expansive, exerting influence into the center and at the bottom. When Yoo combined this with 22, he made a respectable formation at the bottom.



Dia. 3

Instead of Black 21, Lee considered extending to 1 in Dia. 3, but he abandoned this plan because White's influence in the center would be too good after the sequence to 8.

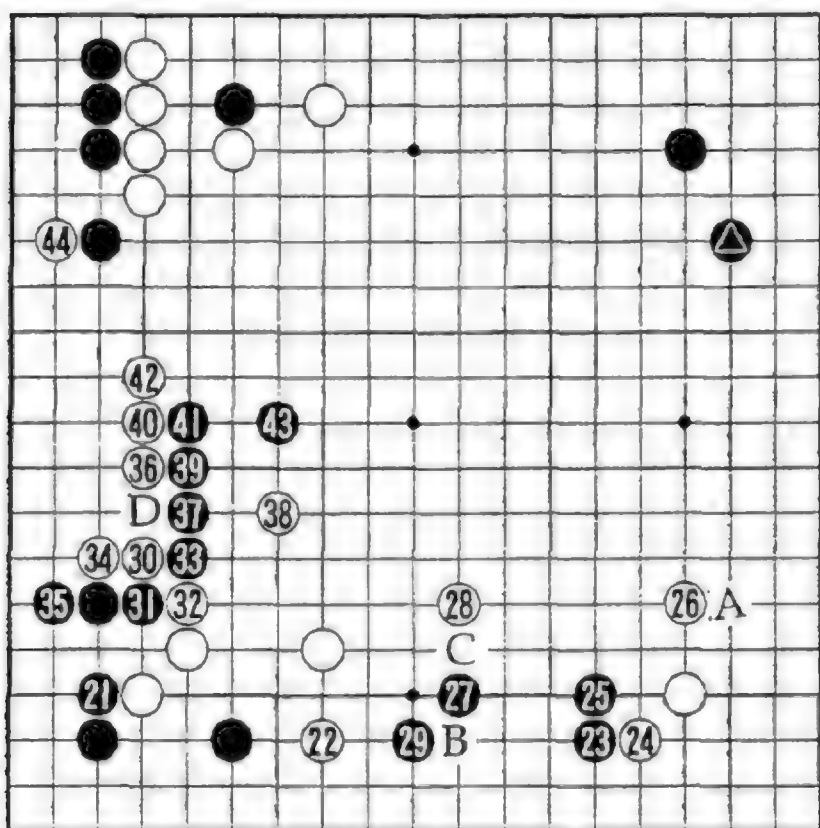
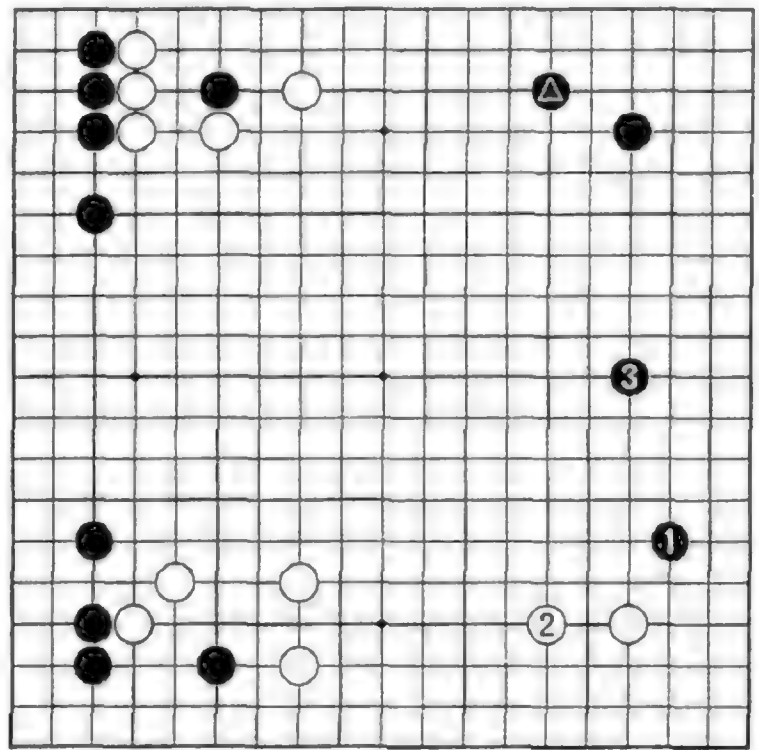


Figure 2 (21-44)

Figure 2 (21-44). Yoo's style

Lee faced a difficult decision with Black 23. This move seems to violate the strategic rule of exercising restraint inside your opponent's sphere of influence. The small knight's formation with the marked stone in the upper right corner makes the approach move of Black A less attractive. If the small knight's formation

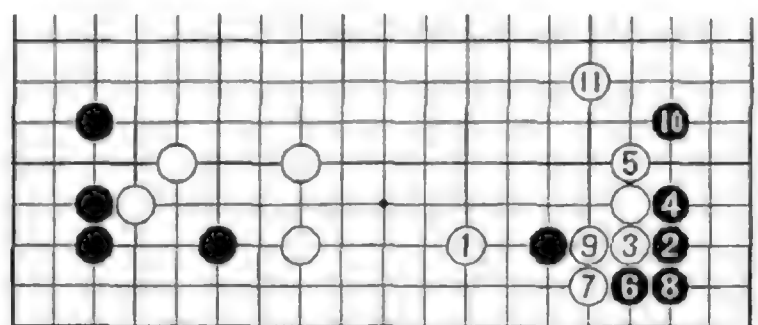
had been in the other direction with the marked stone, as in Dia. 4, Black 1 and 3 would be an ideal formation. Therefore, White would have responded to Black 1 with a pincer on the right side.



Dia. 4

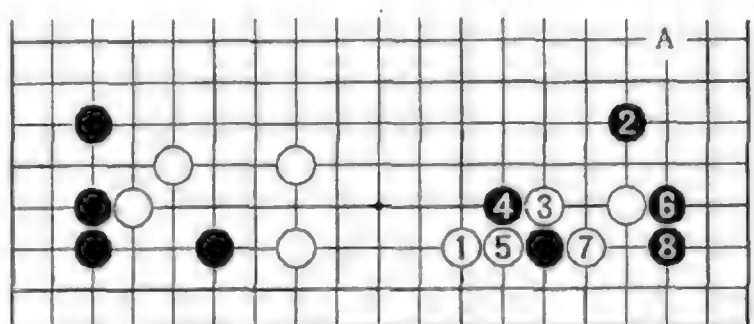
Because of these considerations, Lee chose to attack inside White's sphere of influence with Black 23.

White 24 revealed Yoo's tenseness. This was the third game and, having lost the first two, he had to win if he was to stay in this best-of-five match. But he was trying too hard to maintain the initiative.



Dia. 5

White should have played the one-space pincer of 1 in Dia. 5. This was what Lee expected. White would be happy with the moyo at the bottom, resulting from the sequence to 11. Black could also choose the joseki in Dia. 6. White would counterattack at A and a fierce fight would be inevitable.

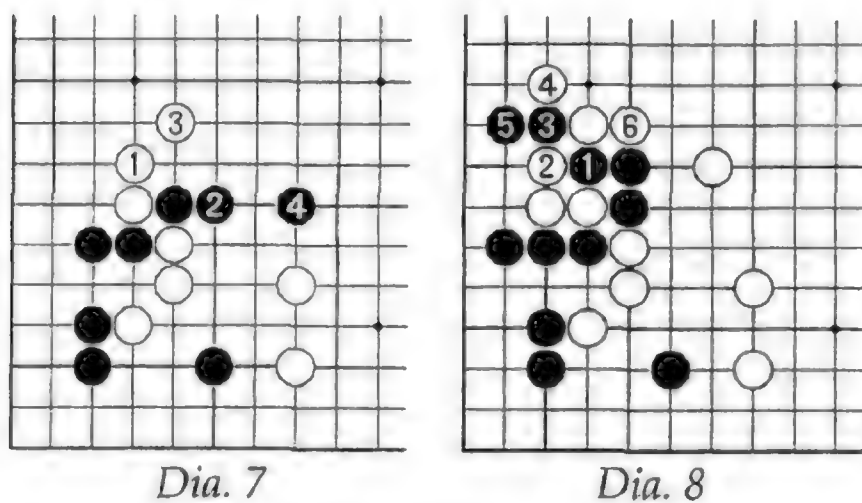


Dia. 6

After White 26, Black was too cramped to build a base. If Black B, White C would be even more painful for Black than White 28. Black C would be met by White B and Black's stones would be adrift.

Black 27 was an awkward middle ground. White 28 contains Black from above. Yoo then put his central strategy into effect with White 30. White got no apparent advantage, but the game was shaping up as he planned.

The variation of White 34 at C is shown in *Dia. 7*. When Black plays 4, White's central influence is nullified, so White can't expect any advantage.



White 38 was another elegant move. If White answers Black 37 with 40, Black will occupy 38 himself. This would have a strong influence on the bottom.

Black could also play 39 at D and capture two stones, but White will confine Black to the left side with the sequence 6 in *Dia. 8*.

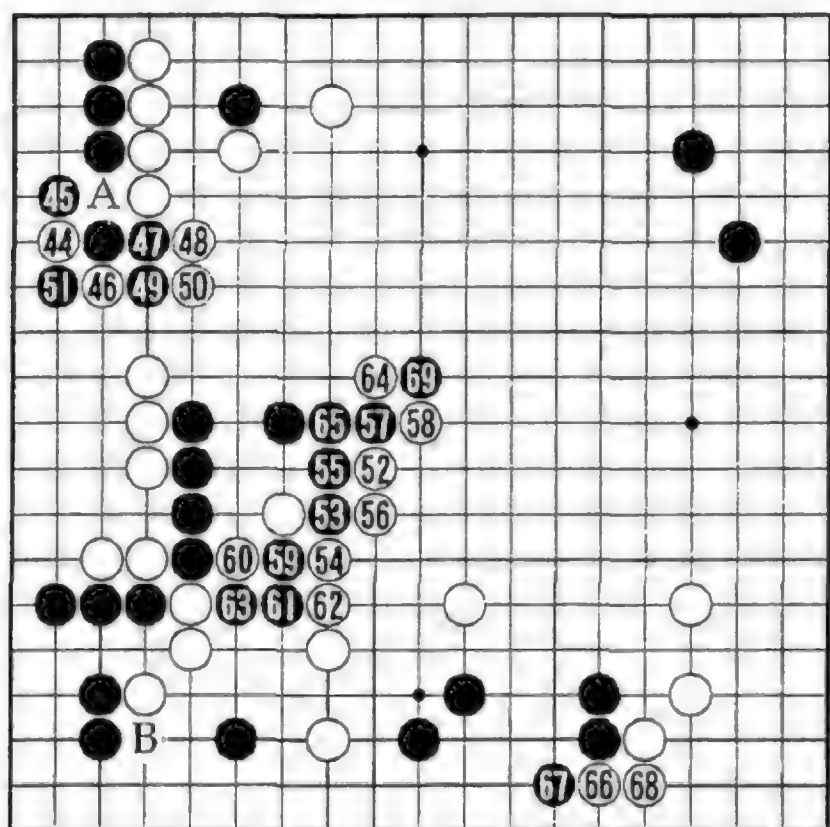
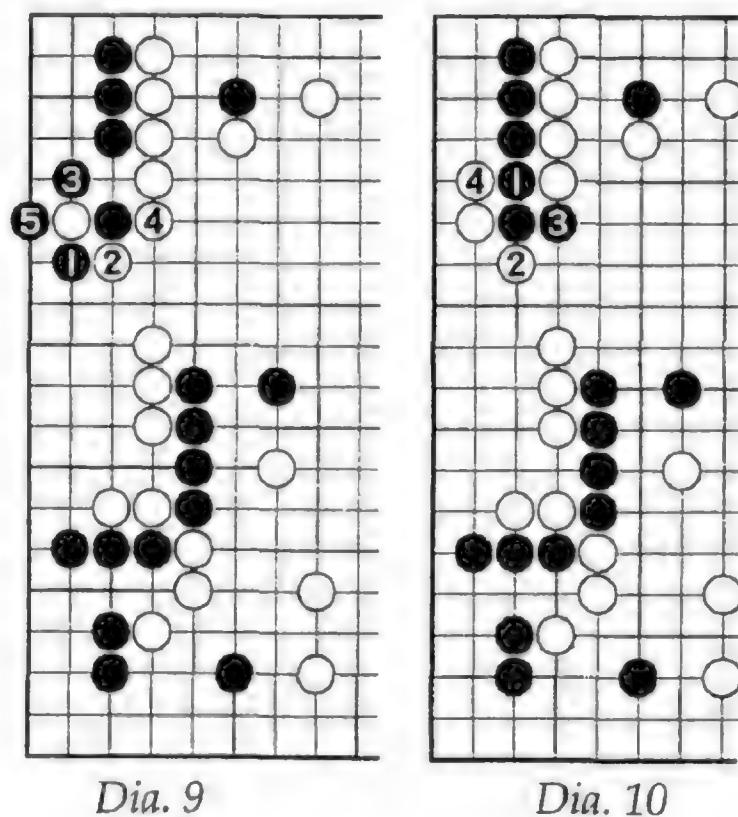


Figure 3 (44-69)

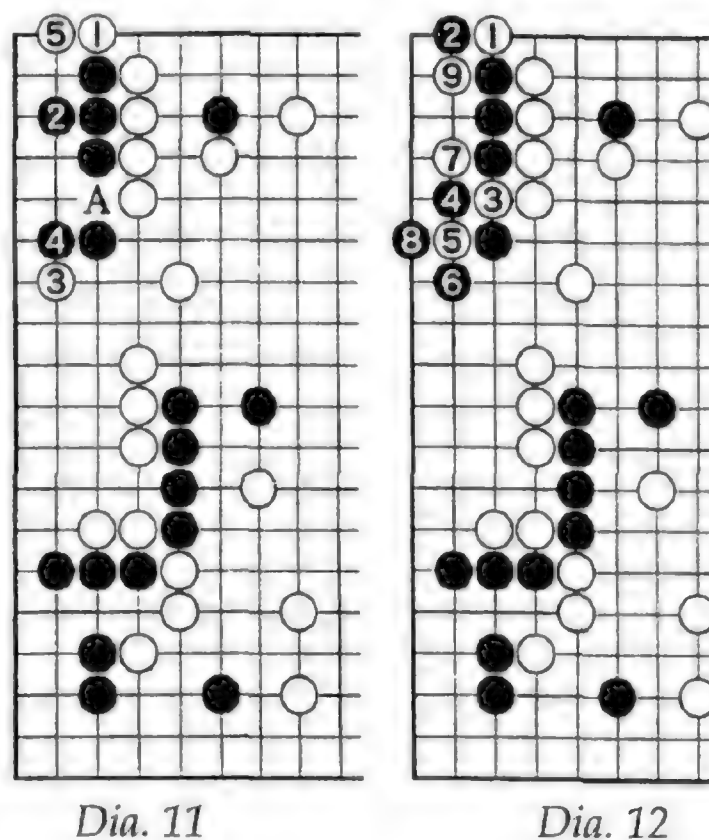
The attachment at White 44 was lavishly praised as a brilliant move. It is the kind of move that Yoo has become famous for.

Figure 3 (44-69). Cutting through the knight's move

There are three possible responses to White 44: Black A, Black 45, and Black 51. A typical result is shown in *Dia. 9*. Black captures a stone with 3 and 5, but White maintains his outward influence with 2 and 4. Black has been tricked. White could even play elsewhere after this exchange and Black could not separate the white stones below from the ones above.



Black 45 at A would result in the sequence to White 4 in *Dia. 10*. White's group on the left will be stabilized while gaining some profit, but Black's stones at the top would have to struggle for life in the center. This result is unacceptable for Black.



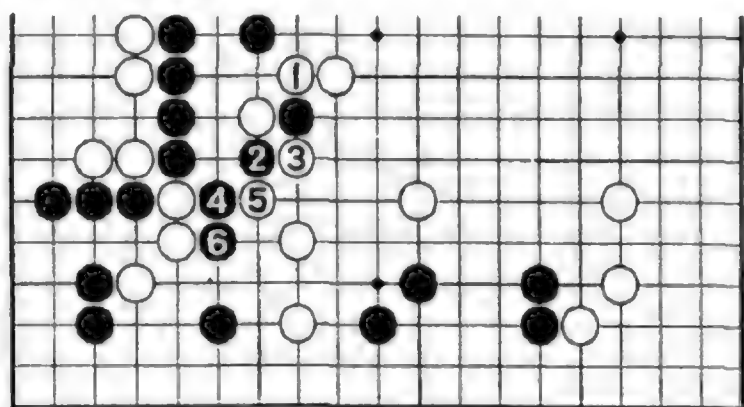
Consequently, Black played the sequence from 45 to 51 in the figure. White ended in



sente with prospect of linking up his stones in the upper and lower left side.

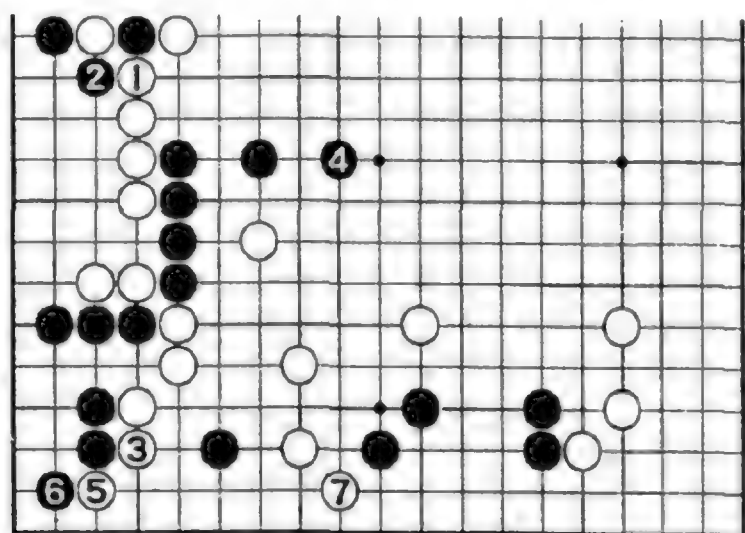
However, Lee insisted that there was a better move: White 44 at 50. White's groups above and below would be resilient against any splitting attack and Black would not dare play elsewhere. *Dia. 11* shows one possible result. Black 2 at A would lead to a number of variations. In any case, Black would have a hard fight ahead of him.

If Black responded to White 1 with 2 in *Dia. 12*, the result to White 9 would be even worse for Black.



*Dia. 13*

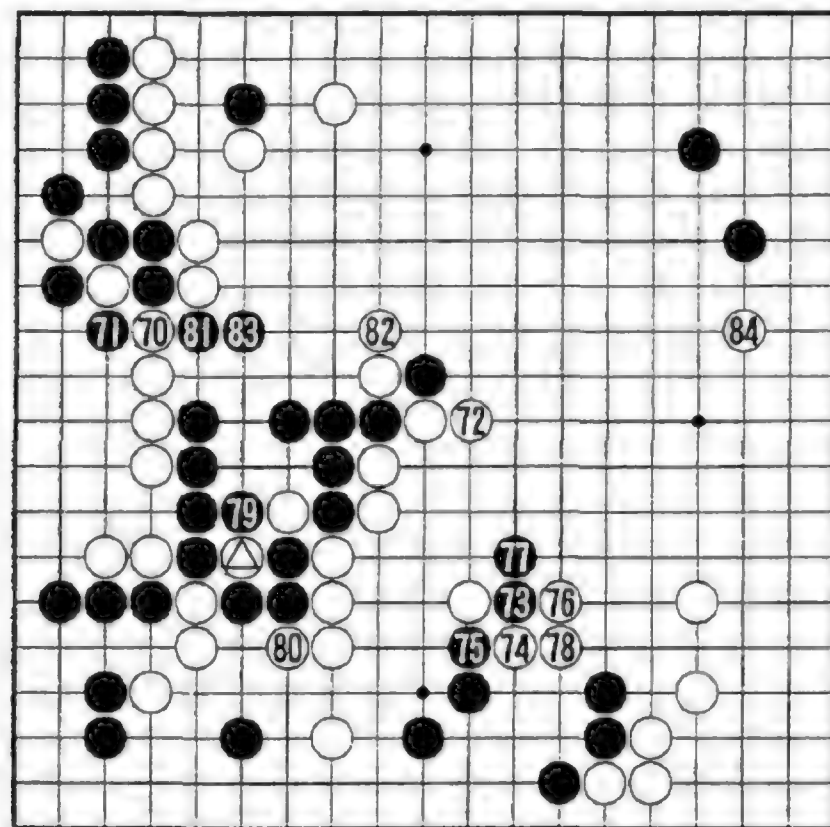
White ended in sente and attacked with the small knight's move of 52. But Black had his own counter and responded by cutting through this knight's formation with 53. This was a sharp move and shattered White's plan. If White cut off Black's stone at 53 as in *Dia. 13*, White would end up losing three key stones in the lower left and the small knight's attack at 52 would become meaningless.



*Dia. 14*

For this reason, White should have defended with B in the lower left, gaining some territory, then wait for an opportunity to attack in the center. This was the opinion of most of the professionals watching the game. One suggestion was for White to play the sequence to 7 in *Dia. 14*. This would give White a reasonable result.

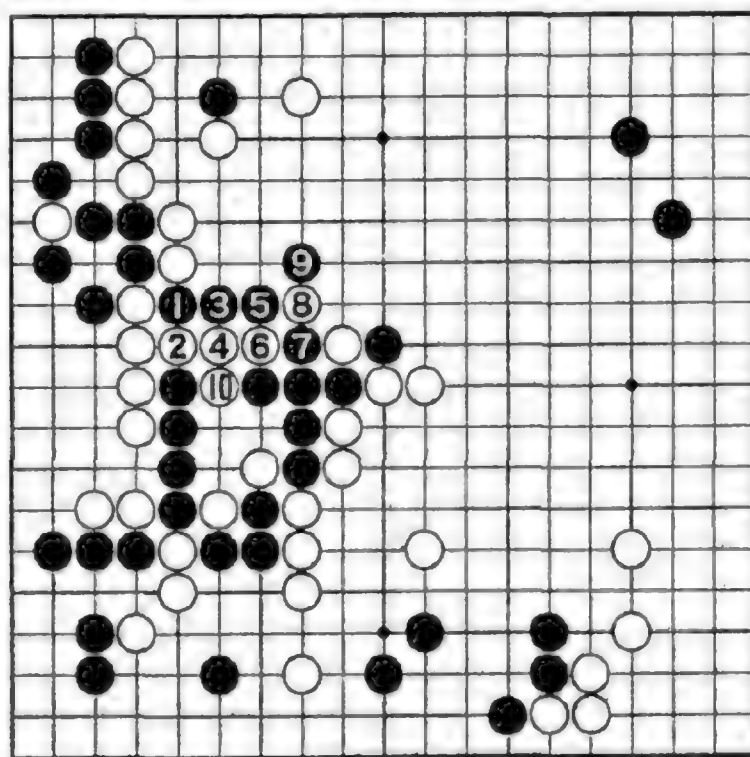
According to Lee, although Black is alive when he captures two stones with the sequence to 63, White can reinforce his position in the center. The result was mediocre for Black.



*Figure 4 (70-84)*

*Figure 4 (70-84). A time bomb is ticking.*

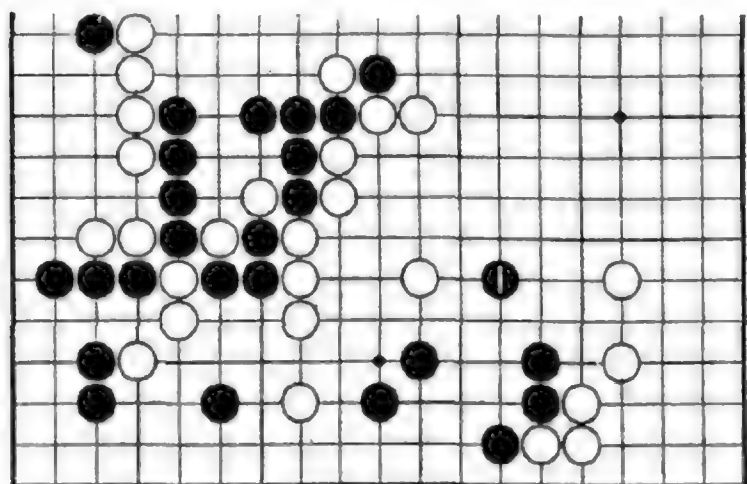
What happens when Black cuts off the white stones by cutting at 81 immediately after White extends to 72?



*Dia. 15*

The answer is given in *Dia. 15*. Black blocks with 7 and White cuts with 8. The two white stones in the center can't escape since the ladder is unfavorable. However, White can live by capturing four black stones when he pushes in with 10. Consequently, the cut at 1 in *Dia. 15* is premature, but this cut is like a time bomb waiting to explode.

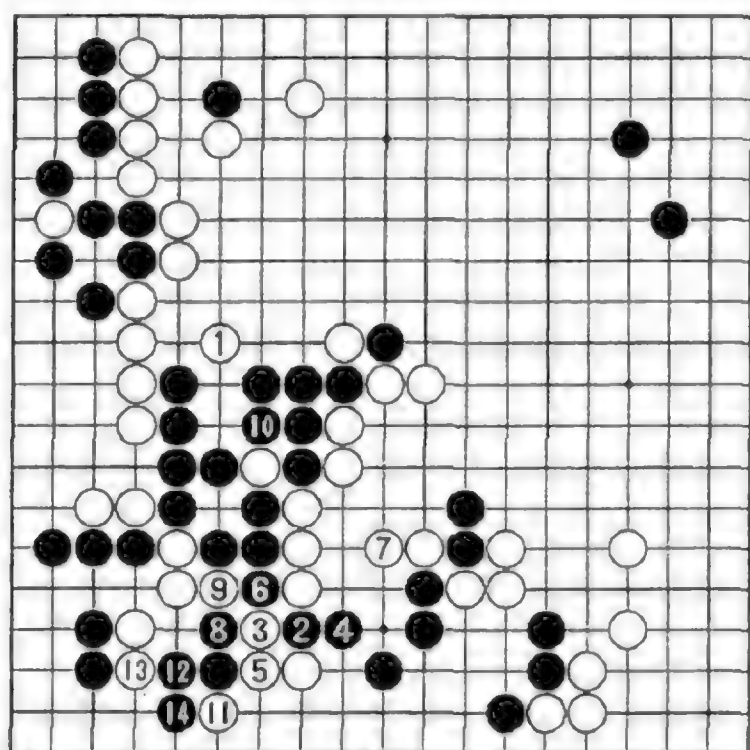
White 72 was a crucial extension, aiming at the black group at the bottom. Black thought for more than 22 minutes — the most time spent on a move in this game — before attaching at 73, but the result was not good for Black. After the game, Lee said that the simple knight's move of Black 1 in *Dia. 16* would have avoided White's subsequent attack.



*Dia. 16*

After ten minutes thought, Yoo launched a severe attack with White 74 and 76, then connected at 78. Even though White's stones in the center are vulnerable, White has managed to isolate the six black stones at the bottom. Are these stones alive?

The professionals watching the game on the TV monitors were busily playing out numerous variations when Black played 79. Once the marked stone is captured, the sequence in *Dia. 15* is no longer viable, so the cut at Black 81 is now possible. Does White have to defend against this cut?



*Dia. 17*

Suppose White defends at 1 in *Dia. 17*. Black will wedge in at 2. With the sequence to 14, Black has captured some important white

stones and he has gained a large profit at the bottom. If White plays 3 at 4 and 13 at 14, the result is not much better for him. You should play out these variations and verify this.

Yoo abandoned his stones on the left side but kept up the pressure on Black's stones at the bottom by defending at 80. White 82 was sente, but it was not a good move. There was still the aji of the ladder shown in *Dia. 15*, so any move by White within the path of this ladder would be sente for White. But White 82 provoked Black 83, so all of the territory and the black stones on the left are secure.

#### Figure 5 (84–123). The first losing move

What about White 84? In the post-game analysis both players agreed that White 84 at 87 would have been better. About a week later, however, Lee went over the game and retracted his earlier opinion by saying, 'My earlier opinion cannot be the final conclusion.' He went on to say, 'There is no clear-cut attack against the black group at the bottom. White 1 in *Dia. 18* is clearly the key point to start any attack, but Black's response at 2 nearly assures a breakout. After Black 4, A and B would be miai. Moreover, Black C, aiming at D, would be sente. White 3 at 4 does not work out well either. If it did, then White 84 would be the better choice. Since the situation at the bottom is unclear, it would be better to leave it as it is.'

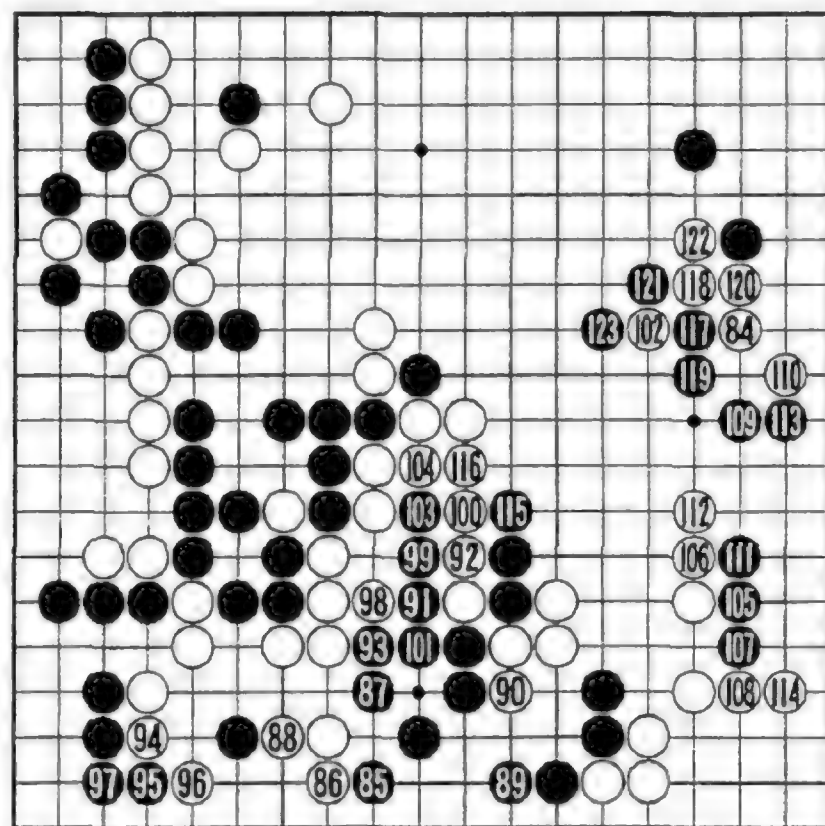
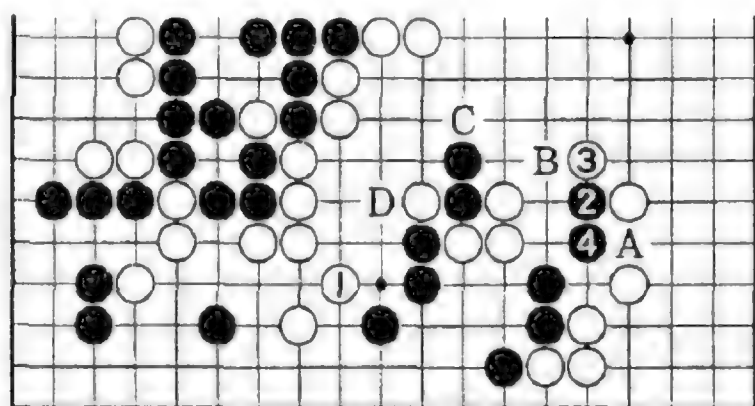


Figure 5 (84–123)

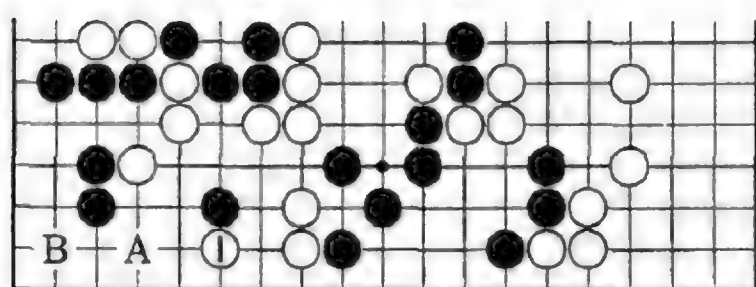
White 88 was a blunder. White should have attached at 1 in *Dia. 19*. Next, White A would be sente, threatening White B. More-



over, White's stones would be alive. Because of 88, White had endless worries for the life of his group later on.



Dia. 18



Dia. 19

Both players agreed that White 90 was the losing move. White should have played the one-space jump to 102. However, after White 102 was played, both players were optimistic about their prospects. Lee thought 'Black is sailing smoothly,' whereas Yoo felt that White had the better and more interesting position. The reason that White 90 was labeled the losing move was that it induced Black 93. From then on, White was constantly worried about the life of his group at the bottom left.

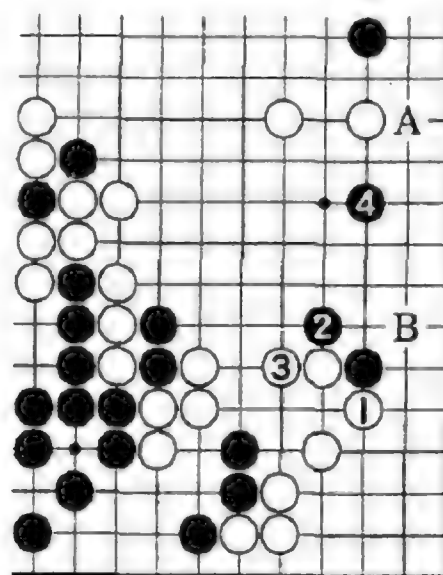
The hane and connection of Black 95 and 97 show why White 1 in *Dia. 19* was best.

White 98 at 99 would be the proper move, but then Black would take sente and White's prospects on the right side would vanish.

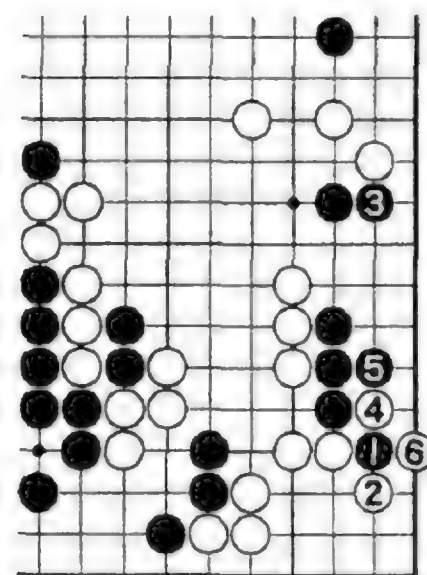
In the sequence from White 98 through Black 101, White made every effort not to lose sente. Because of this White ended with bad shape. The direct cause of this was White 90.

White managed to play 102. If this move could ensure the entire right side for White, he would win. But only 5 minutes later, Black softly played 105. If White responded with 107, Black would easily live with 2 and 4 in *Dia. 20*. After Black 4, A and B are miai. Black 2 at 3 would be just as difficult for White.

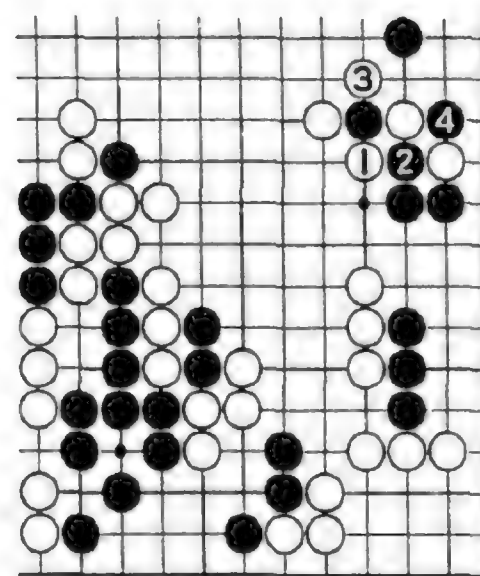
With 113, Black seems to be getting away. However, Black should have first played the hane 1 in *Dia. 21* in sente. By omitting this move, Black incurred bad aji that enabled White to eventually capture three stones.



Dia. 20



Dia. 21



Dia. 22

Instead of 118, if White cuts on the other side with 1 in *Dia. 22*, Black could easily live with 2 and 4.

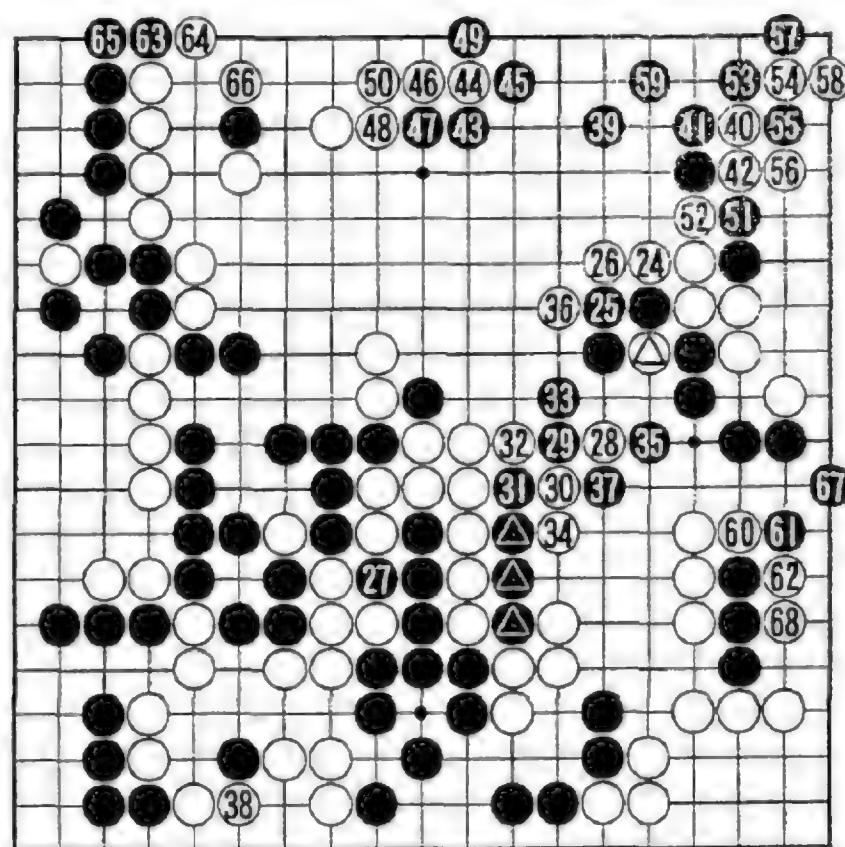


Figure 6 (124-168)

Figure 6 (124-168). Lee takes no chances.

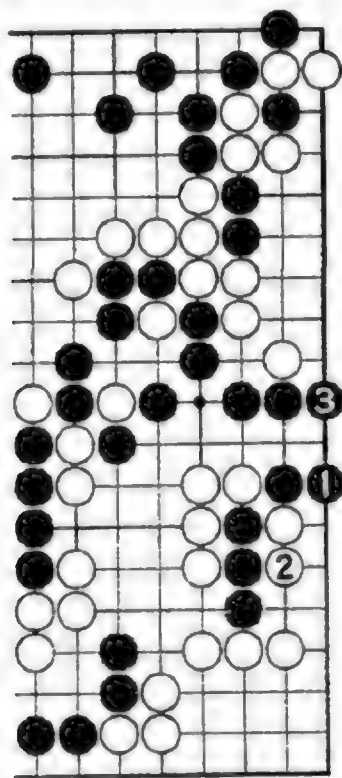
You should verify that the three marked black stones do not capture the marked white stone in a ladder.

Eventually, Black cut at 27. This move and 38 are miai. Black 27 at 38 is worth seven

points in sente — a very big move at this stage of the game. White would then have to connect at 27, a dame point with no value. But by cutting at 27, Black could aim to attack in the center which give him the prospect of an even bigger gain. Immediate gain or future prospects? Lee opted for the latter. He concluded that this choice would be a short-cut to victory.

If Black played 35 at 38 and captured the white stones in the bottom left, White would have at 36 and it would be uncertain whether the black stones on the right could live or not.

With the sequence to 38, White lived in the bottom left and Black lived on the center right. Black seemed to have come out ahead, but after the invasion in the upper right corner Black went into a safety-first mode and started to make a lot of sacrifices. As a result, his lead started to diminish. Not taking into account the 5 1/2 point komi, he was ahead by only 7 or 8 points, not a very big lead.



Dia. 23

Black got the first move in the upper right corner with 39, making his lead clear. Lee then made a sacrifice with 51, and skillfully made a living shape at the top with the sequence to 59. This was becoming a typical Lee Chang-ho endgame. However, Black could have played 67 at 1 in Dia. 23. This would be worth at least one extra point.

**Figure 7 (169–193).** *White resigns.*

With Black 77, Lee demonstrated his cautious nature. With respect to shape, it may seem that the one-space jump to A would be more natural, but this move would invite a

‘sudden gun blast’, borrowing the expression used by the pro Kim Soo-young. White would respond to Black 1 in Dia. 24 with 2.

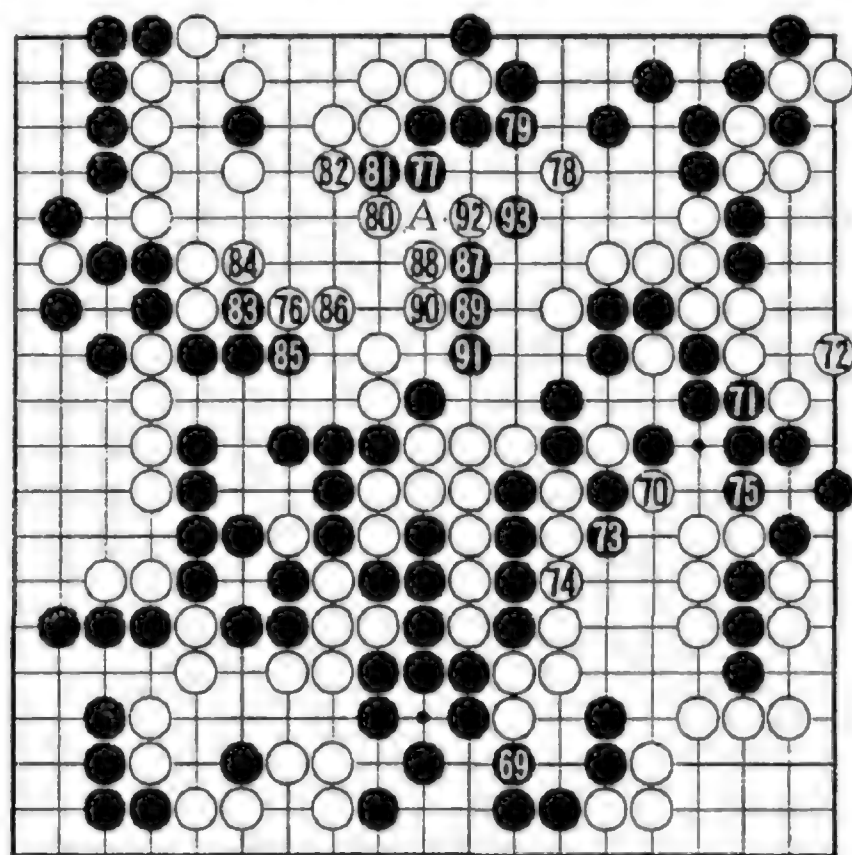
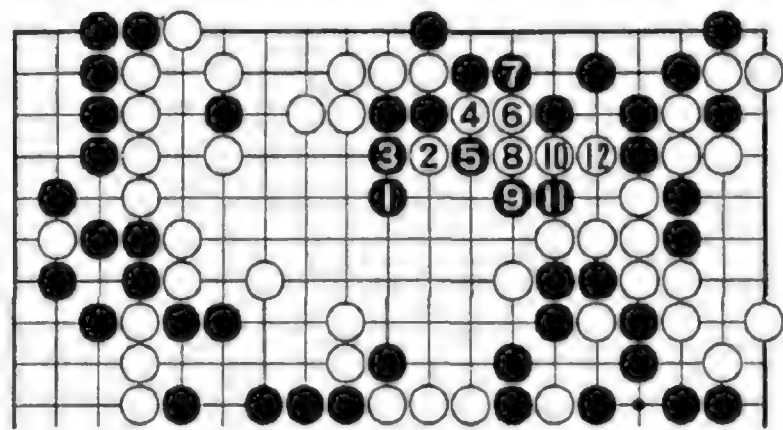


Figure 7 (169–193)



Dia. 24

White 78 was the final losing move. White should have omitted the exchange of 78 for Black 79 and simply played at 80. He could later play 93 in sente. Without the connection at 79, Black would not dare jump to 87 for fear of a cut at 79. Finally, if White played 92 at 93, what would have been the overall result? Lee and some other professionals reached the conclusion that it would have been a half-point win for Black.

The First LG Cup World Go Championship ended with Lee Chang-ho being crowned its champion. Lee won seven consecutive games in this tournament. In spite of fierce competition from the top professionals from Japan, China and Korea, no one could stop Lee. Yoo's one-sided loss in this match was regretful, but in all three games he fought well to produce three masterpieces.

*White resigns after Black 193.*

(From Paduk, July 1997. Translated by Yonny Cho.)



# Chinese Tournaments

## 11th Tianyuan (Tengen) Title Match

A new generation of players in China is beginning to come into its own. Ma Xiaochun, the number-one player (at the time of this match) in China has lost a major title to that 20-year-old prodigy Chang Hao. Chang needs no introduction to readers of *Go World*. His successes in the last two China-Japan Super Go series, where he single-handedly destroyed two teams of Japan's strongest players, has been well heralded. He is now challenging Ma for supremacy in the Chinese go world.

No one doubted that Chang would give Ma Xiaochun a hard fight. Few expected that this best-of-five match would be so one-sided: Chang won the match three wins against one loss. Clearly it was no fluke. Two months later the Japanese Tengen, Ryu Shikun, met Chang in Shanghai for the best-of-three China-Japan Tengen Playoff. Chang swept this series 2-0.

Below is the fourth and final game of the title match.

### Game Four

White: Ma Xiaochun 9-dan

Black: Chang Hao 8-dan

Played in Shanghai on March 9, 1997.

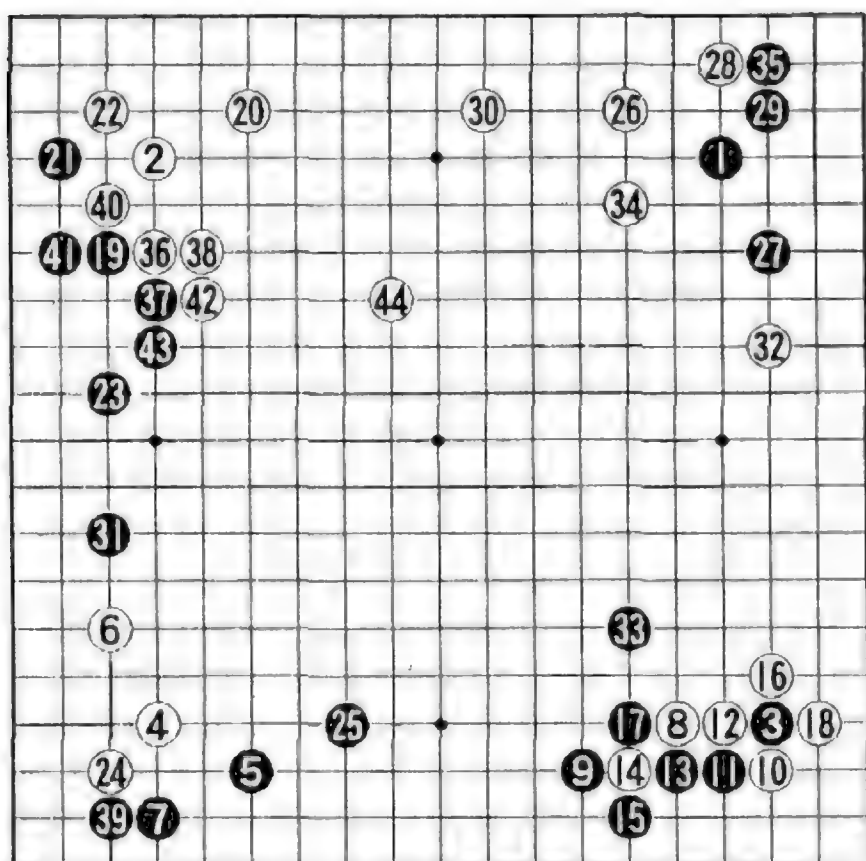


Figure 1 (1-44)

Figure 1 (1-44). A moyo strategy

Both players made ponnukis in the lower right corner with the sequence to White 18. Locally, White's profit is better than Black's influence along the bottom, but Chang felt that when he played Black 25 he had taken the lead.

Up to White 30, the same joseki was played in three corners, making a rather dull opening. It seemed as if the players didn't have their hearts in this game, but —

White embarks on a strategy to build a vast moyo at the top with the sequence from 32 to 44. In compensation, Black expands his own moyo at the bottom with 33, takes solid profit in the upper right corner with 35, and strengthens his territory in the lower left with 39, while depriving the white stones there of a solid base. Instead of 32, White could have played at 39.

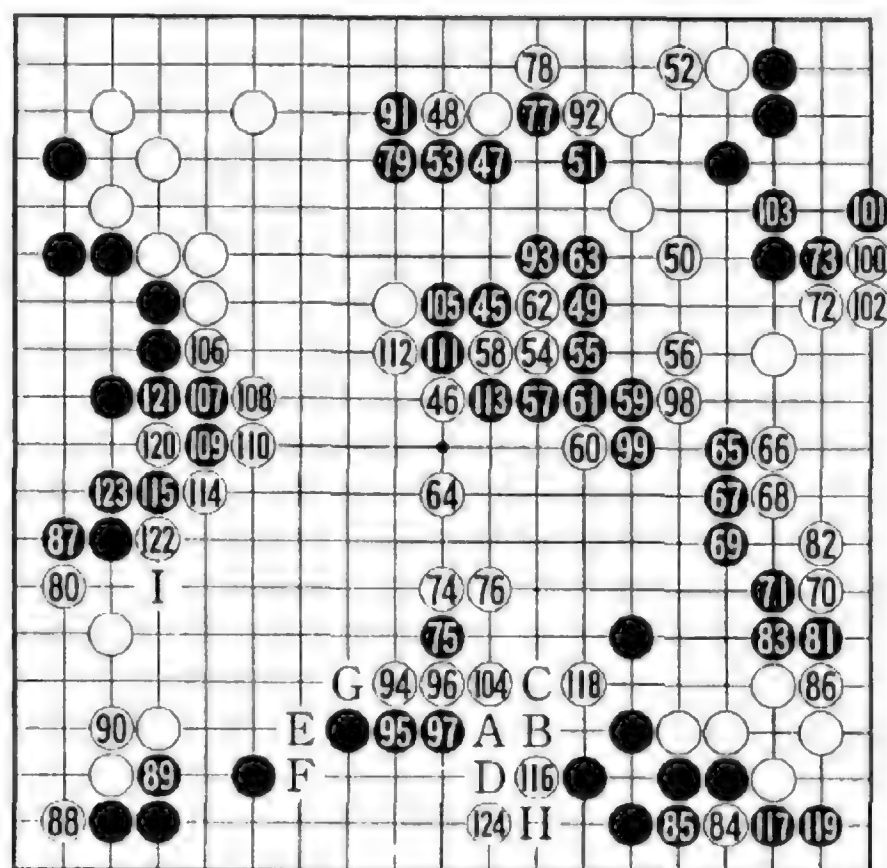


Figure 2 (45-124)

Figure 2 (45-124). A good guess

It is hard to judge where the best point to erase White's moyo is. Black 45 seems to be a good guess.

Rather than defending his moyo, White tries to engulf the invading stone with 46.

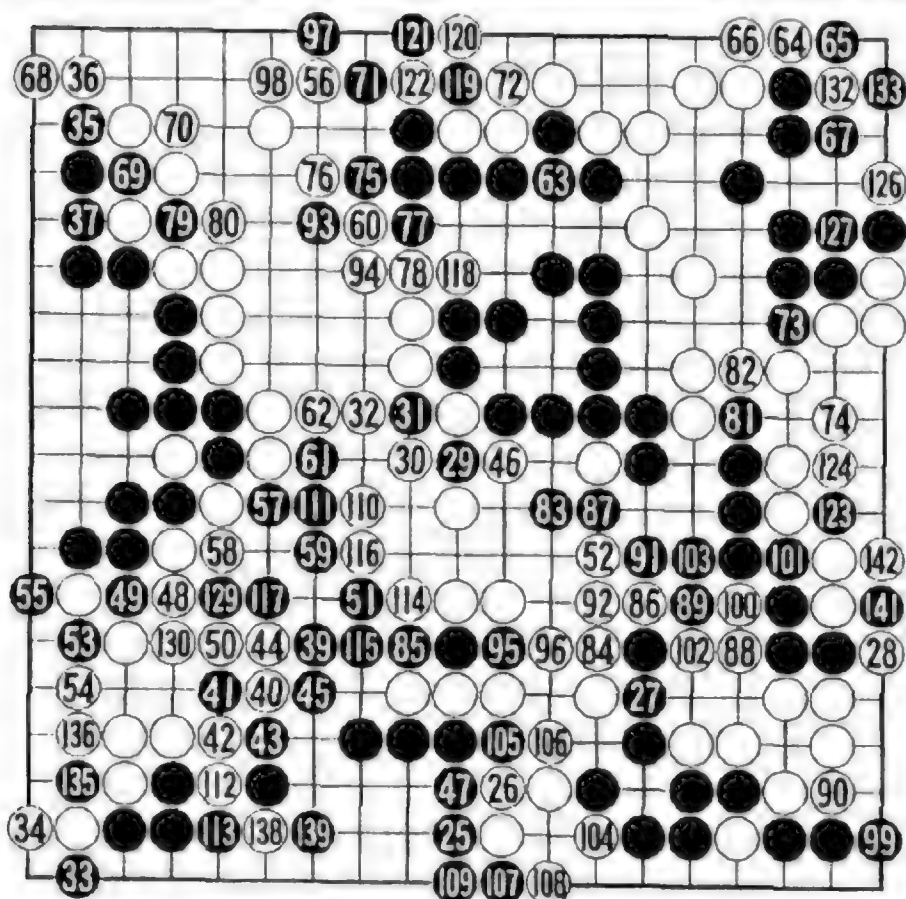


Figure 3 (125-243)

38: takes ko right of 31; 125, 131, 137, 143: takes ko at 119; 128, 134, 140: takes ko at 122.

White 116 was extremely rash and was the losing move. White doesn't have time to answer Black 117 by playing at 119 because Black counterattacks with the sequence Black A-White B-Black C. Instead of White 116, White should play at A. If Black D, White answers with the sequence White 116-Black B-White E-Black F-White G-Black H-White I and White makes quite a bit of territory in the center. In Ma's opinion, the outcome would be unclear had he played this way.

Figure 3 (125-243). *Not enough ko threats*

Black 119 was the knockout punch. White is way behind in ko threats, so he has no chance to win this ko.

White resigns after Black 243.

(NHK Igo Koza, June 1997. Translated by the editor.)

## The 3rd Bawang (Monarch) Title Match

Two months after losing his Tengen title to a 20-year-old, Ma Xiaochun faced another young player, 19-year-old Wang Lei, in the prestigious Monarch title match.

When Wang became the challenger nobody expected that he would win this best-of-seven match. But after he won the first two games (we mistakenly reported in the last issue of *Go World* that Wang lost the first game), opinions started to change. Ma took the third game, but Wang won the fourth to put Ma one game from losing his title. He survived the fifth game, but Wang prevailed by 1 1/2 points in the sixth to wrest the title from Ma 4-2.

Ma still holds the Mingren (Meijin) and the Qiwang (Go King) titles. He is also the National Champion, although it is probably only a matter of time before the young generation of players usurps Ma's claim to being China's top player.

### Game Six

White: Wang Lei 6-dan

Black: Ma Xiaochun 9-dan

Played in Beijing at the Chinese Weiqi Association on May 19, 1997

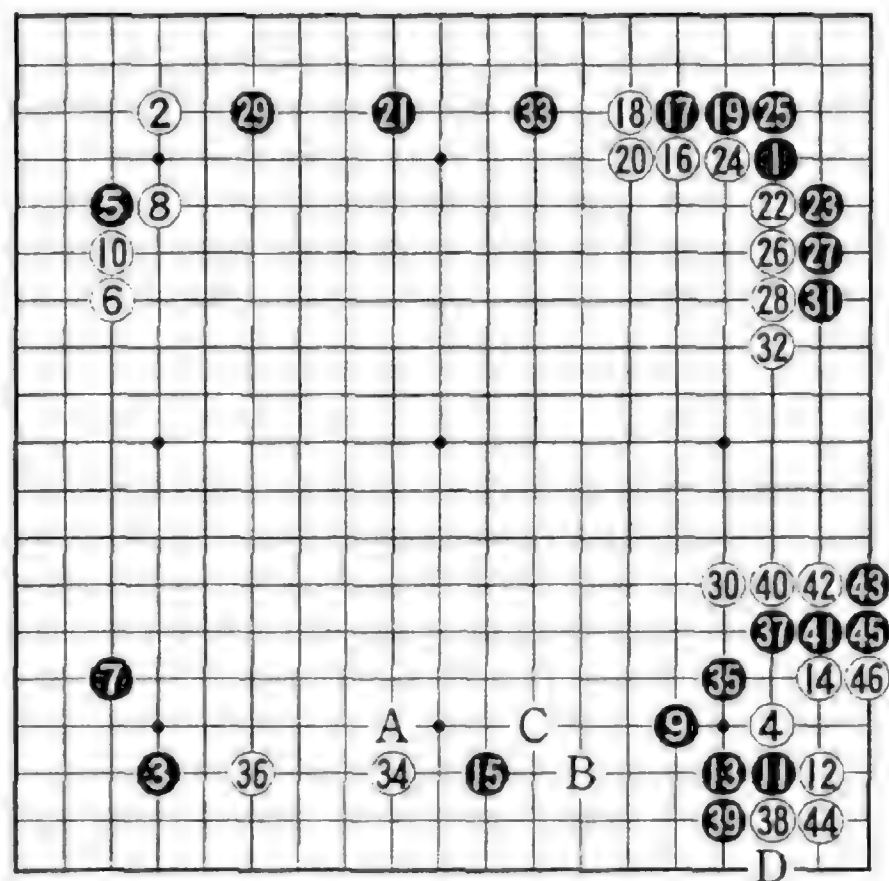


Figure 1 (1-46)

Figure 1 (1-46). *Black's amashi strategy*

The sequence from 17 to 29 is Black's *amashi* strategy. That is, though White is playing forcefully, he isn't making any real progress. While White gets thickness on the right, his chances of using it to make a moyo at the top are pre-empted by Black 21 and 29.

Playing Black 33 at A is more important than playing it at the top. If Black wants to



play at the top, he should first strengthen the bottom by playing 35.

Invading at White 34 is a sharp move because it threatens an invasion at B. Without Black 35 in place, Black could not confidently resist this invasion with C. Therefore, Black plays 35, but White 36 is a wonderful extension. White has scored a point in this opening.

White 40 is a bit heavy. Descending to D instead would be the normal move here.

Black is trying to get too much with 43. He should simply descend to 45 and threaten the corner directly. This would be the natural flow. The way both players handled this corner was strange.

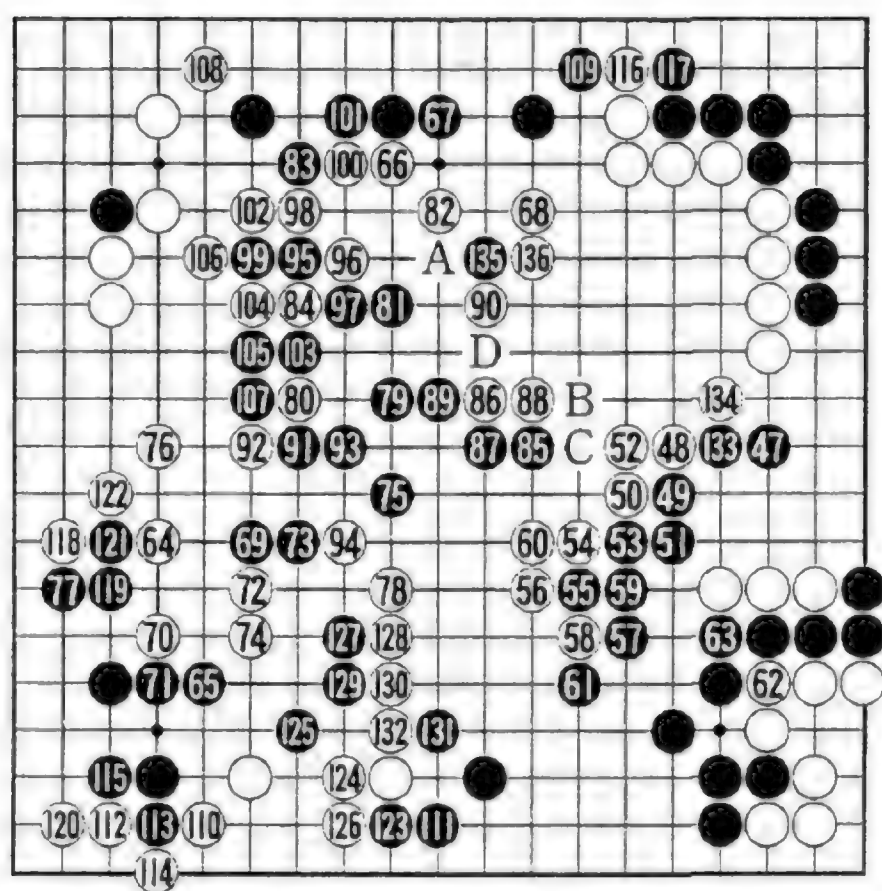


Figure 2 (47-136)

Figure 2 (47-136). White's large-scale moyo

Black could have also made a two-space extension to 121 instead of 47.

Up to 63, Black has captured three stones, but White 64 is a big move which expands his influence on the left and prevents Black from entering there. White's moyo is enormous; he is playing on a grand scale.

Black 69 was the losing move. He should have attacked White's stones at the bottom by playing at 125. He could then erase White's moyo.

White could have continued the fight by playing 102 at 104, but since he was ahead, capturing two stones with the sequence to 106 was good enough.

If White plays 136 at A, Black will play the sequence Black B-White C-Black D.

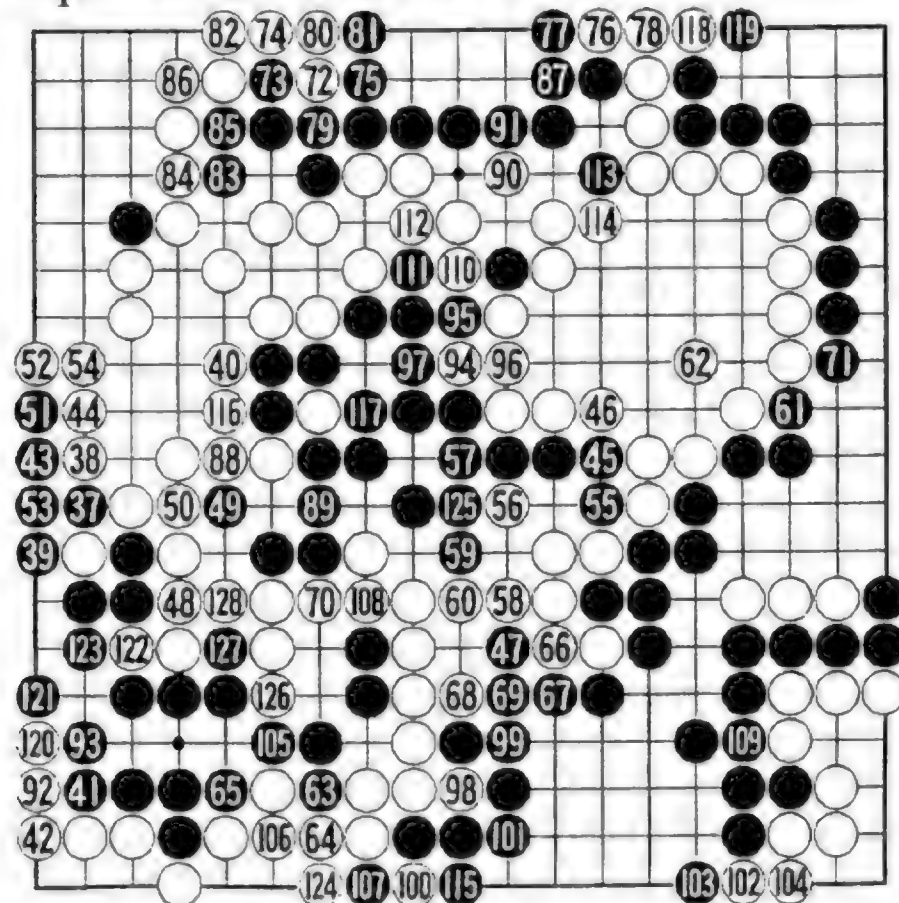


Figure 3 (137-229) 129: connects at 100

Figure 3 (137-229)

White wins by 1 1/2 points

(NHK Igo Koza, August 1997. Translated by the editor.)

## 1997 CCTV Cup: Semifinal

The CCTV Cup is a lightning go tournament broadcast on Chinese television every Sunday. This year's tournament started on February 16.

Nie Weiping and Ma Xiaochun first met in an open tournament 16 years ago, and they have been rivals ever since. In recent years, Nie has been eclipsed by Ma, but, as this game and his overall performance in this tournament show, Nie is still a dangerous opponent and a major power in Chinese go.

In the other semifinal game, Yu Bin 9-dan defeated the veteran player Chen Zude 9-dan, setting up the final game between Nie and Yu on May 4, 1997. Nie, playing Black, forced Yu to resign, winning the Cup.

As finalists, both Nie and Yu earned the right to represent China in the 9th Asia Cup, which Yu won by defeating O Rissei. The Asia Cup is a TV tournament played between the finalists of the TV go championships of China, Japan and Korea.





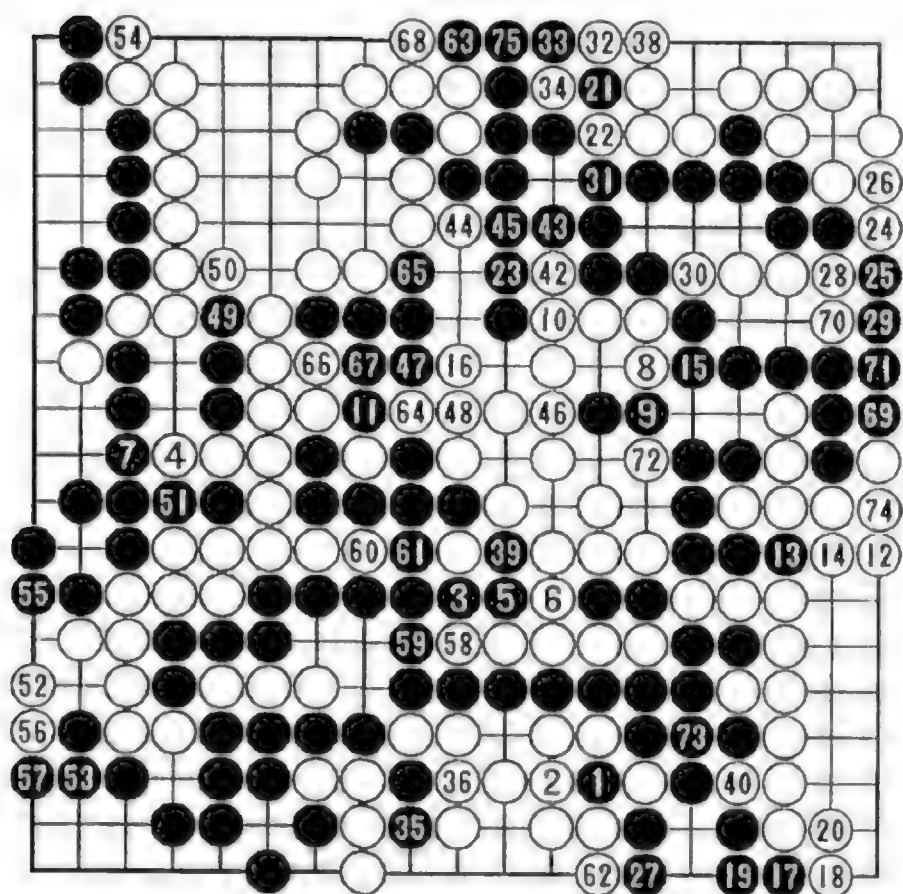


Figure 4 (201-275)

37: takes ko at 21; 41: connects to the right of 1.

**Figure 4 (201-275).** A convincing win for Nie

Nie has been out of the limelight in Chinese tournaments recently, but this was a convincing win against Ma, China's number-two player, and it shows that he is still a force to be reckoned with. Nie went on to win the tournament. Perhaps he is back in form and we can expect to see more of this legendary figure in future Chinese tournaments.

275 moves. White wins by 6 1/2 points.

(NHK Igo Koza, July 1997. Translated by the editor.)

## Chinese Tournaments and Title Holders

### 3rd Bawang (Monarch) Title

Wang Lei 6-dan defeated Ma Xiaochun 4-2 on May 19, 1997. Best-of-seven title match.

### 9th Mingren (Meijin) Title

Ma Xiaochun defeated Liu Xiaoguang 3-2 on October 24, 1996. Best-of-five title match.

### 11th Tianyuan (Tengen) Title

Chang Hao 8-dan defeated Ma Xiaochun 3-1 on March 9, 1997. Best-of-five title match.

### 6th Qiwang (Go King) Title

Ma Xiaochun defeated Zhang Wendong 3-2. Best-of-five title match.

### 2nd NEC Cup

Shao Weigang 8-dan defeated Cao Dayuan on January 25, 1997.

### 2nd Friendship Cup

Ma Xiaochun won the tournament in December 1996.

### 1st Five Cow Cup

Zhang Wendong defeated Cao Dayuan 2-1. Best-of-three match for the cup.

### 4th National Championship

Ma Xiaochun won the tournament.

### 1996 All-China Championship

Zhou Heyang won the tournament.

### 1997 CCTV Lightning Go Cup

Nie Weiping defeated Yu Bin on May 4, 1997.

## The Top 14 Chinese Players

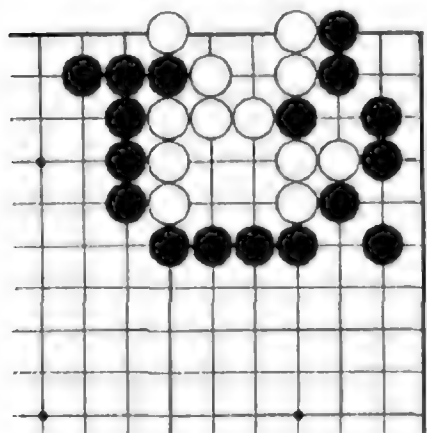
Below is the current ranking of the top 14 Chinese players. *Go World* described this Chinese point-ranking system in issue #74 on page 60, but it didn't give a listing because it was unavailable. The big jump in the rankings was Wang Lei who went from 43 to 6 in one year.

| Player                 | Points | 1996    |      |
|------------------------|--------|---------|------|
|                        |        | Ranking |      |
| 1. Chang Hao 8-dan     | 2707   | 5       | 2601 |
| 2. Ma Xiaochun 9-dan   | 2671   | 1       | 2688 |
| 3. Yu Bin 9-dan        | 2627   | 3       | 2607 |
| 4. Zhou Heyang 7-dan   | 2624   | 11      | 2541 |
| 5. Shao Weigang 8-dan  | 2620   | 10      | 2562 |
| 6. Wang Lei 6-dan      | 2609   | 43      | 2451 |
| 7. Zhang Wendong 9-dan | 2602   | 2       | 2622 |
| 8. Liu Xiaoguang 9-dan | 2581   | 4       | 2606 |
| 9. Zhang Xuan 8-dan    | 2579   |         |      |
| 10. Wu Zhaoyi 9-dan    | 2570   |         |      |
| 11. Luo Xihi 6-dan     | 2555   |         |      |
| 12. Nie Weiping 9-dan  | 2548   | 8       | 2573 |
| 13. Liu Chen 6-dan     | 2542   |         |      |
| 14. Cao Dayuan 9-dan   | 2540   | 7       | 2574 |

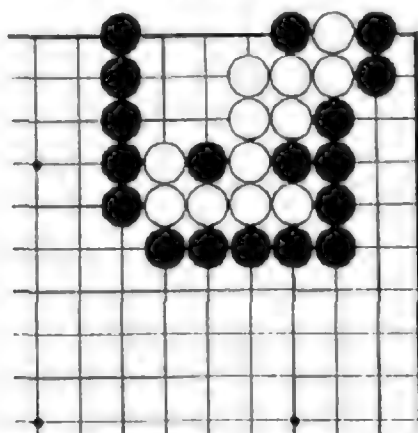
# Twelve Life and Death Problems

Here are twelve easy life-and-death problems. They can be solved using snapback and shortage-of-liberty techniques. Black to play and kill the white stones in all problems.

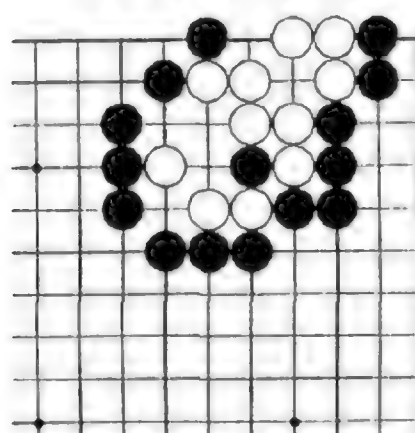
## Problem 1



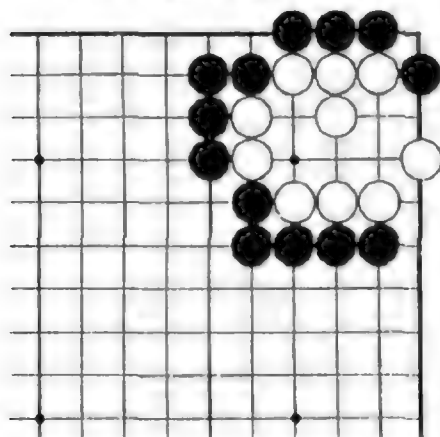
## Problem 2



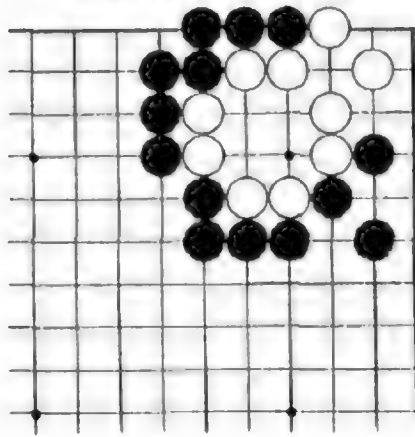
### Problem 3



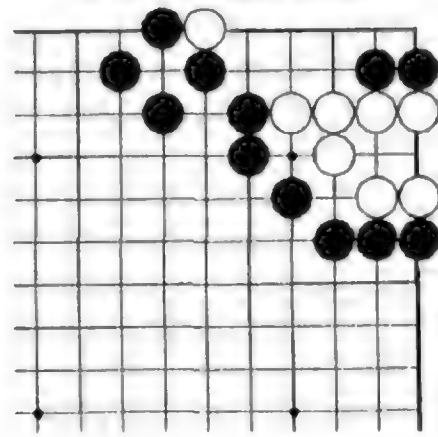
### Problem 4



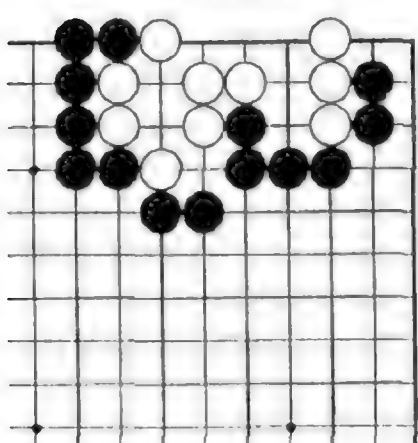
### Problem 5



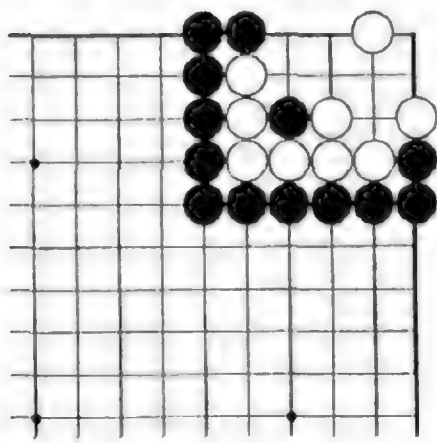
### Problem 6



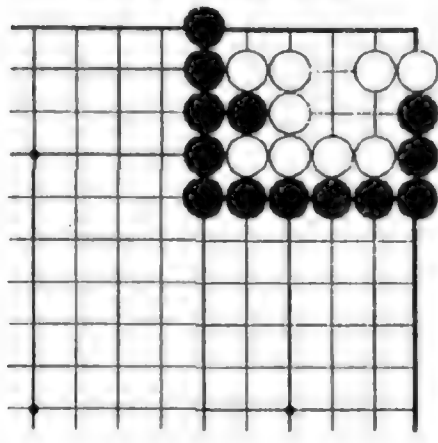
### Problem 7



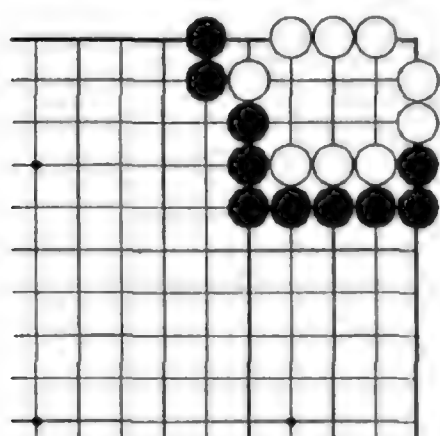
### Problem 8



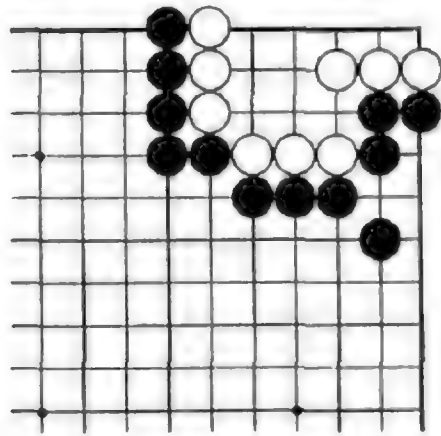
### Problem 9



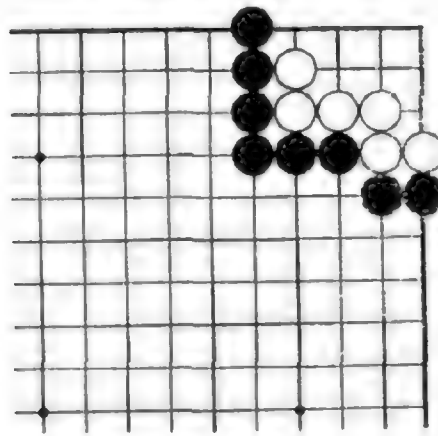
### Problem 10



### Problem 11



### Problem 12



Answers on page 54



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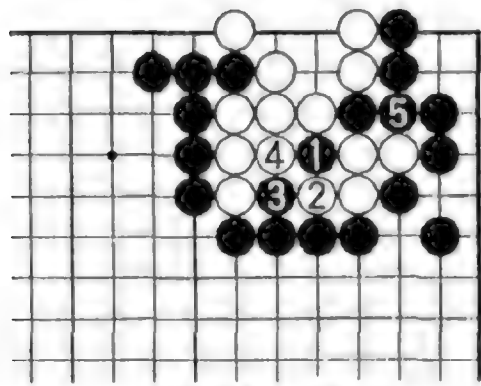
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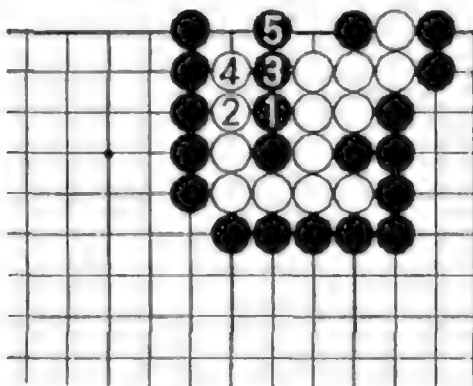
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## Twelve Life and Death Problems: Answers



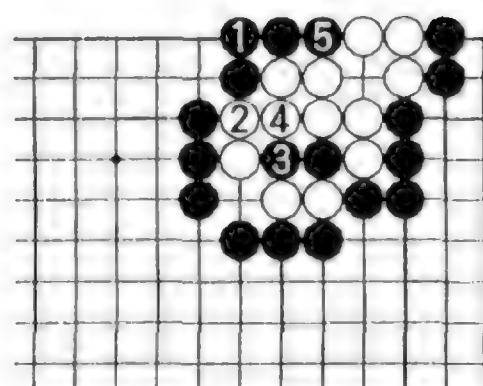
Problem 1

Black cuts at 1 and White can't escape the squeeze. After Black 5, White has only one eye.



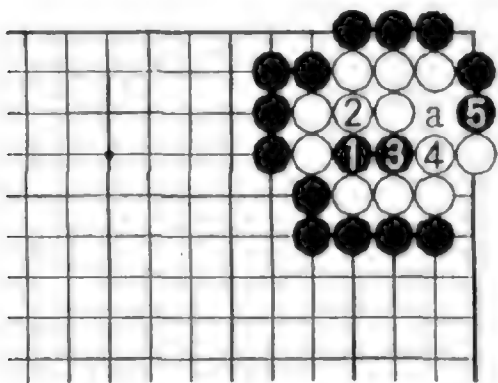
Problem 2

Black runs away with 1. After Black 5, White can't cut off the four black stones because he is short of liberties.



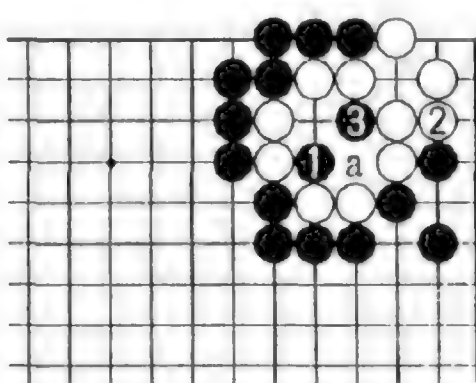
Problem 3

Connecting at 1 is a quiet move. If White 2, Black ataris with 3, then destroys White's eye at the top with 5.



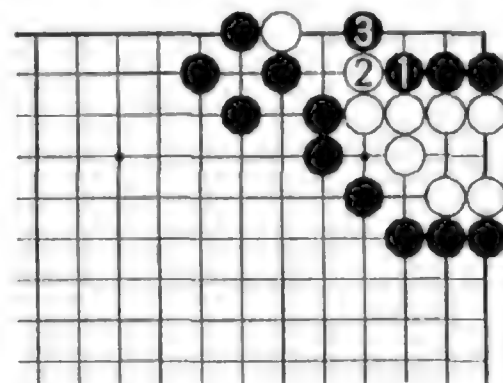
Problem 4

Black 1 to 5 is the correct order of moves. If Black 3 at 5, White lives with the sequence White 3-Black 'a'-White 4.



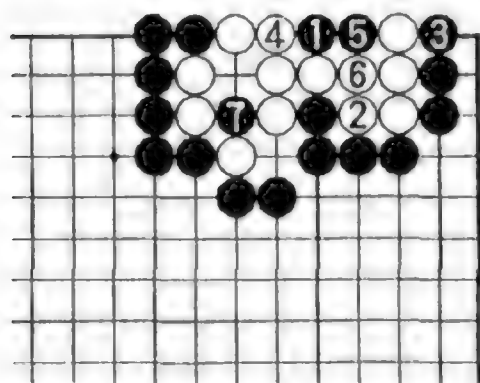
Problem 5

Black 1 and 3 destroys White's eye shape. If Black 1 at 'a', White plays 3 in sente, then gets two eyes with 2.



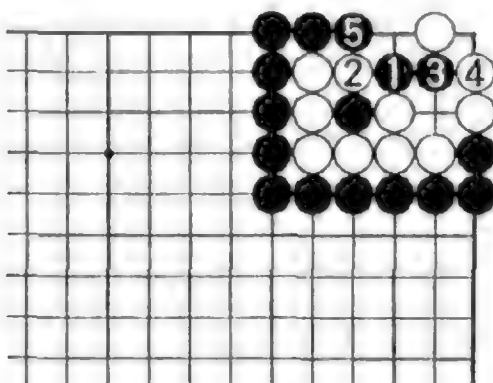
Problem 6

Black can link up his two stones in the corner with 1 and 3. White can't stop the link-up because he is short of liberties.



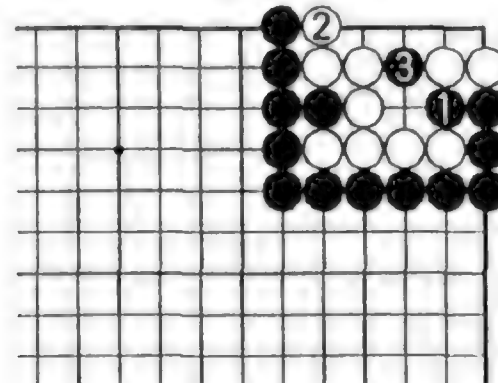
Problem 7

Black 1 and 3 threaten a snapback. After 5, Black ataris with 7 and White can't make a second eye.



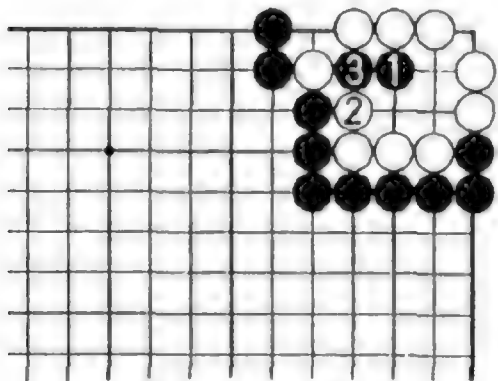
Problem 8

Black 1 and 3 are the tesuji combination. If White 2 at 3, Black ataris with 2.



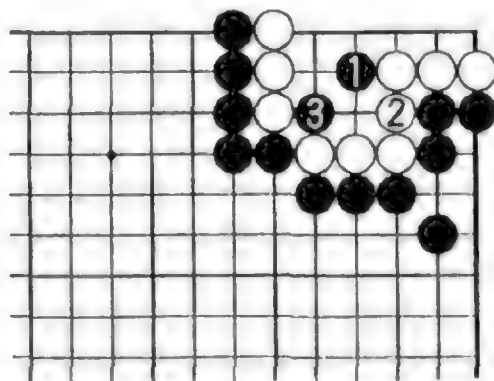
Problem 9

Black pushes in with 1. If White tries to make eye shape with 2, Black wedges in with 3 and White is short of liberties.



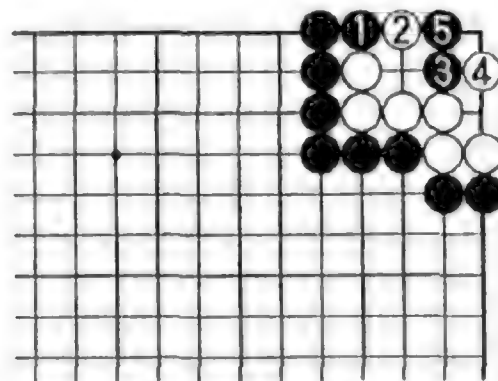
Problem 10

The vital point is at Black 1, the center of three stones. After Black 3, White is left with only one eye.



Problem 11

Black 1 is the vital point. If White connects at 2, Black cuts at 3, catching the three white stones on the left.



Problem 12

Black first pushes in with 1, then plays on the vital point with 3. After Black 5, White is short of liberties.



## 35th Judan Title Match, Games One & Two



*Kato Masao: no longer 'the killer', but, at 50, just as formidable as ever. Now he's the 'half-point magician'.*

### A good way to start one's 50s

In the old days, it used to be believed that the age of 50 was the practical limit to a professional go player's career, not for the reason that his actual strength would then start to decline but because his stamina would no longer be up to the severe demands of top-level tournament play (a relevant factor here is that two-day games used to be more common)

One player in particular who espoused this theory was the late Takagawa Shukaku, Honorary Honinbo. Takagawa was 45 when he finally lost the Honinbo title, after holding it for nine years in a row; perhaps this setback, followed by two failures to win back the title, was what led him to believe that his age was a decisive handicap. However, at the age of 53 Takagawa won the Meijin title, thus upsetting his own theory.

Takagawa was followed by Fujisawa Shuko, who reached the peak of his career when he won the Kisei title for six successive terms in his 50s.

These two have now been joined by Kato, who has enjoyed some of the best form of his career after turning 50. Kato celebrated his 50th birthday on 15 March 1997 in the midst

of his challenge for the Judan title. The title holder was Yoda Norimoto, the standard-bearer of the younger generation (actually he is already 31, so perhaps we should say the post-Cho generation). Yoda, Japan's only current world champion, was regarded as the favourite, but Kato showed that he is not yet ready to be turned out to pasture.

In this issue, we will look at the first two games from the title match, but first let's briefly review the statistics of Kato's career.

### Kato Masao

- Born in Fukuoka on 15 March 1947, became a disciple of Kitani Minoru in 1959, made professional shodan in 1964, promoted to 9-dan in 1978.

- Number of title matches played in: 51 (including 1997 Honinbo). This is a record; second is Rin Kaiho with 46.

- 9-dan promotion by recommendation: after winning the Honinbo, Judan and Gosei titles in 1977, Kato, then 8-dan, was promoted to 9-dan by recommendation in 1978. He was the second player, after Ishida Yoshio, to be so promoted in the modern Oteai system. Go Seigen, who was not playing in the Oteai, was so promoted in 1950. For the next 12 years, Kato always held at least one title, so he did not become simply 'Kato 9-dan' until 1990. (In Korea last year, Lee Chang-ho and Yoo Chang-hyuk were both promoted to 9-dan, from 7-dan and 6-dan respectively. As far as we know, these were the first such promotions in Korea.)

- Career wins (as of 16 February): 1032 wins. Kato is third, after Sakata (1109) and Rin (1068).

- Winning percentage: 67.5% (1032-497-2 jigo). This is third (after Cho on 68% and Kobayashi Koichi on 67.9%).

- Kisei record: Kato appeared in the third stage of the Kisei, the Tournament to Decide the Top Player, every year from the 1st to the 21st Kisei. He is the only player to have done this.

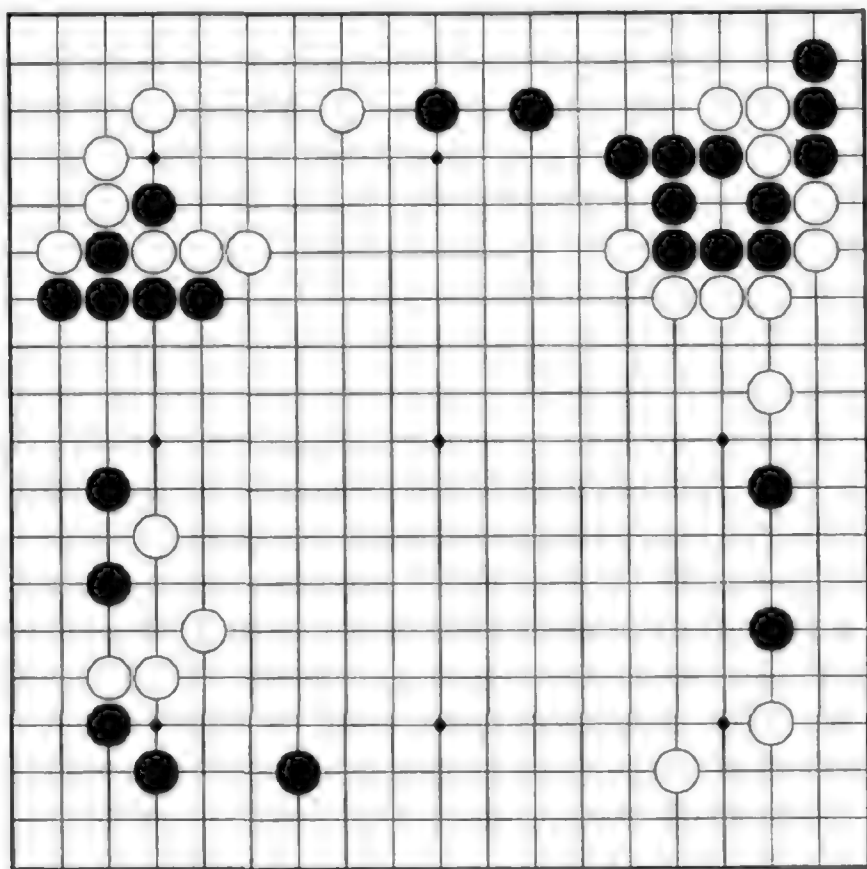
- Most games played in one year: 67. This is another record.

•From 1st preliminary section to league: as a 4-dan, Kato won his way from the 1st preliminary section through the 2nd and 3rd sections and won a place in the 23rd Honinbo league (1967). No one else has done this (either in the Honinbo or Meijin). Kato went on to win the 24th Honinbo league as a 5-dan, another feat that has remained unmatched.

## Games One & Two Shuko's Diagnosis

*Kido* magazine commissioned Fujisawa Shuko to do commentaries on the first two games of this year's Judan title match. Shuko is now 73 (as of 14 June), but he is as demanding as ever when it comes to go theory and aesthetics, so neither Kato nor Yoda emerges unscathed.

The articles were written by Konishi Taizo 6-dan, who has long acted as Shuko's amanuensis.



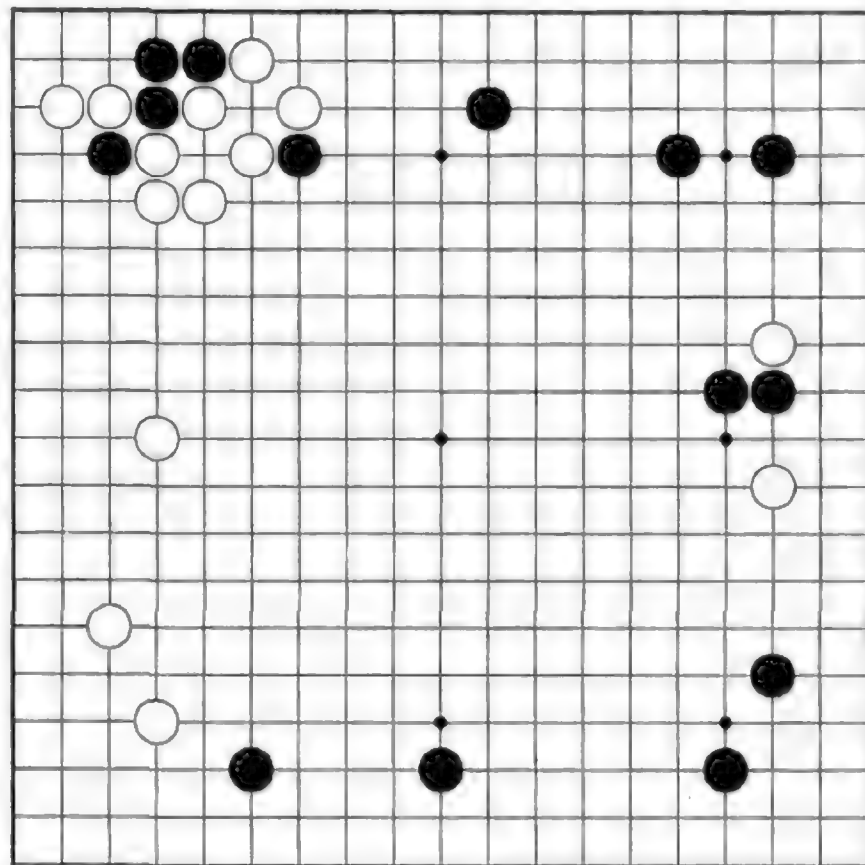
Game One

### The games are over

Challenging Yoda Norimoto, who has the honour of being the Nihon Ki-in's flag-bearer for the 21st century, is Kato Masao 9-dan, who has been enjoying superb form this year. The fans are taking quite an interest in this title match as the first in some time [since the 1996 Gosei title] between two Japanese-born players. We asked Fujisawa

Shuko, Honorary Kisei, to do the commentaries on the first two games. We hope you enjoy his sharp tongue and strong opinions.

Shuko: 'The way I see it, both Games 1 and 2 finished early. The way White settled the top right corner in Game One was slack. Winning on territory is out of the question when you give the opponent such a large corner territory.'



Game Two

'In Game Two, Black's loss in the upper left corner is so big that you can't call this a trade. Black is losing by a lot. Both sides have played badly, so there's no telling who will win the match. I hope they'll play games that compel more admiration.'

## Game One Punishing the Overplay

White: Kato Masao 9-dan

Black: Yoda Norimoto Judan

Komi: 5½; time: 5 hours each

Played in Sapporo City on 6 March 1997.

Commentary by Fujisawa Shuko, Hon. Kisei.

Text by Konishi Taizo 6-dan.

Figure 1 (1–31). No understanding of go logic

Black 11 is a strategy you see occasionally. He invites White to cut (with 20–22) and in return builds up a moyo on the left side. White doesn't like this prospect, so he switches to 12, refusing to cut immediately.





A friendly moment before the players get down to serious business

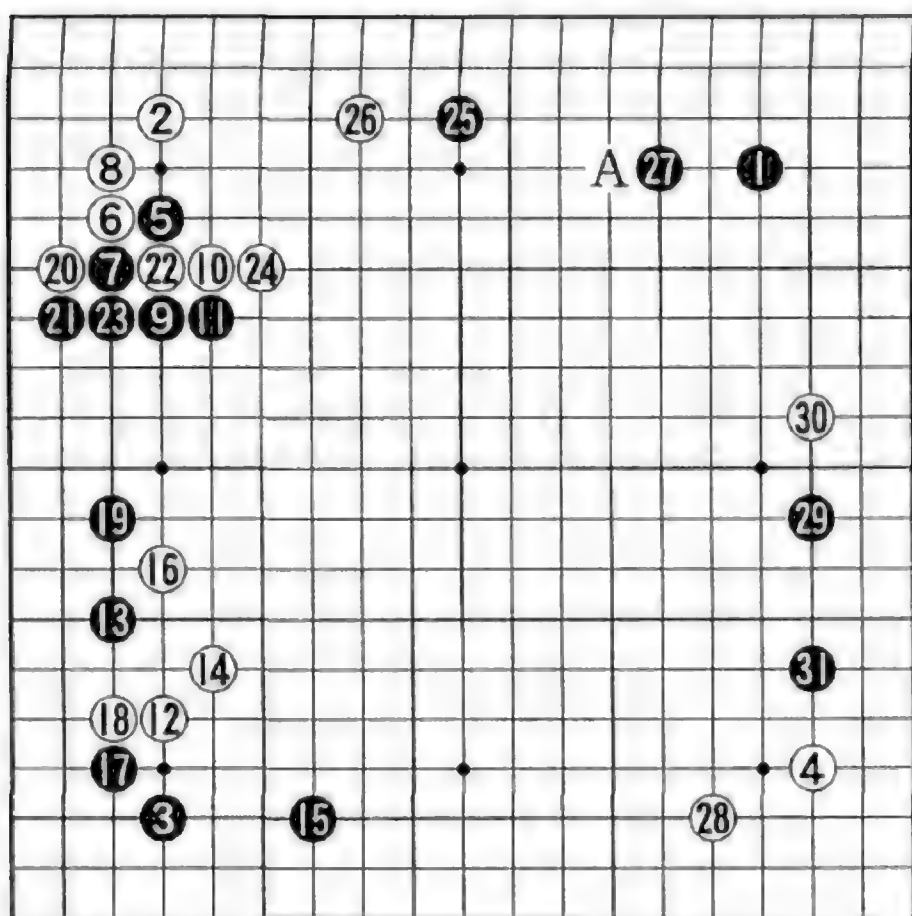
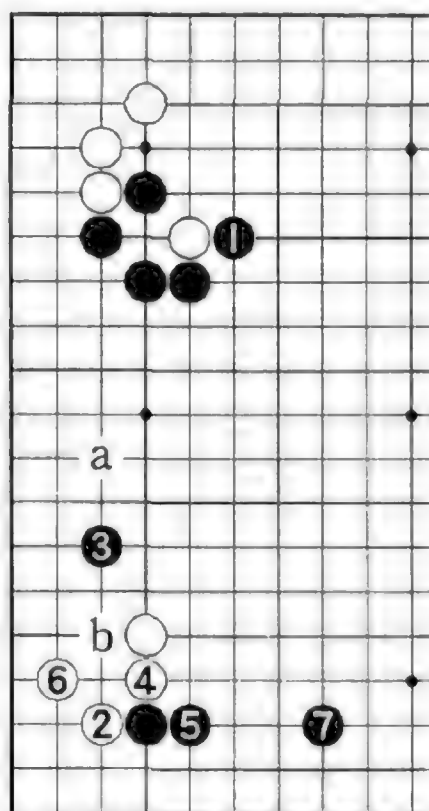


Figure 1 (1-31)

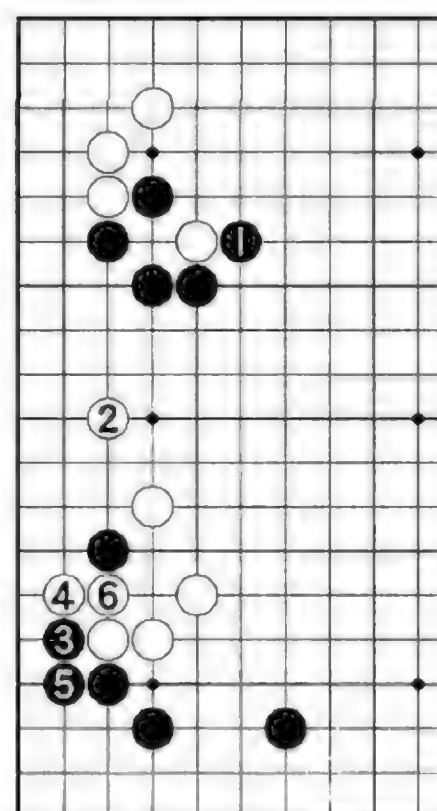
Shuko: 'Up to 24, White has been allowed to more or less dictate the flow of the game, though presumably with Yoda's assent. After White presses at 16, there is no chance of attacking this white group. Fighting spirit calls for Black to punish the *tenuki* [White 12] with the hane at 1 in *Dia. 1*. White will probably attach at 2 (an extension to White 'a' instead becomes slack when Black attaches at 'b'). The continuation to 7 can't be bad for

Black. Even instead of 19, I'd play 1 in *Dia. 2*.'

Yoda seems to like the sequence from 15 to 19 because Black develops quickly and takes profit, which is why Shuko makes the qualification 'with Yoda's assent'. It's a question of a difference in style. Kato may even have taken Yoda's preferences into account when deciding his strategy. With his liking for thickness, however, Shuko can't bear to pass up a move like 1 in *Dia. 1*.



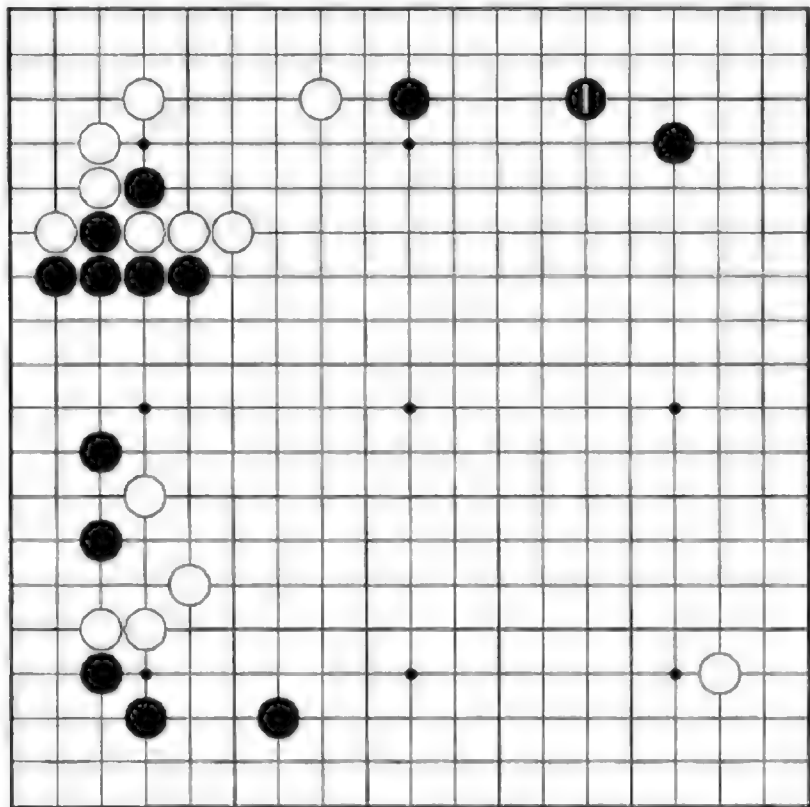
*Dia. 1*



*Dia. 2*

Both sides occupied large points with 25 and 26, but Shuko lodged an objection to the commonsense-looking move of 27.

Shuko: 'Yoda doesn't understand the logic of go. In this kind of position, the only move is 1 in *Dia. 3*.'



*Dia. 3: no chinks in his armour*

KT: 'What's the difference?'

Shuko: 'White's groups on the left side are strong. After 27, White gets a good move at A to aim at. If you consider the relative strength of Black and White, then it's simple logic that it's better not to leave a chink in your position.'

KT: 'But in the game, after White 28 and Black 29, Black has to confront White 30 — isn't it logical to say that the high move of 27 puts more pressure on White?'

Shuko: 'White's stones on the lower right are not weak: Black has gone for territory, so White has many sente moves. This is not the kind of position in which Black can aim at attack.'

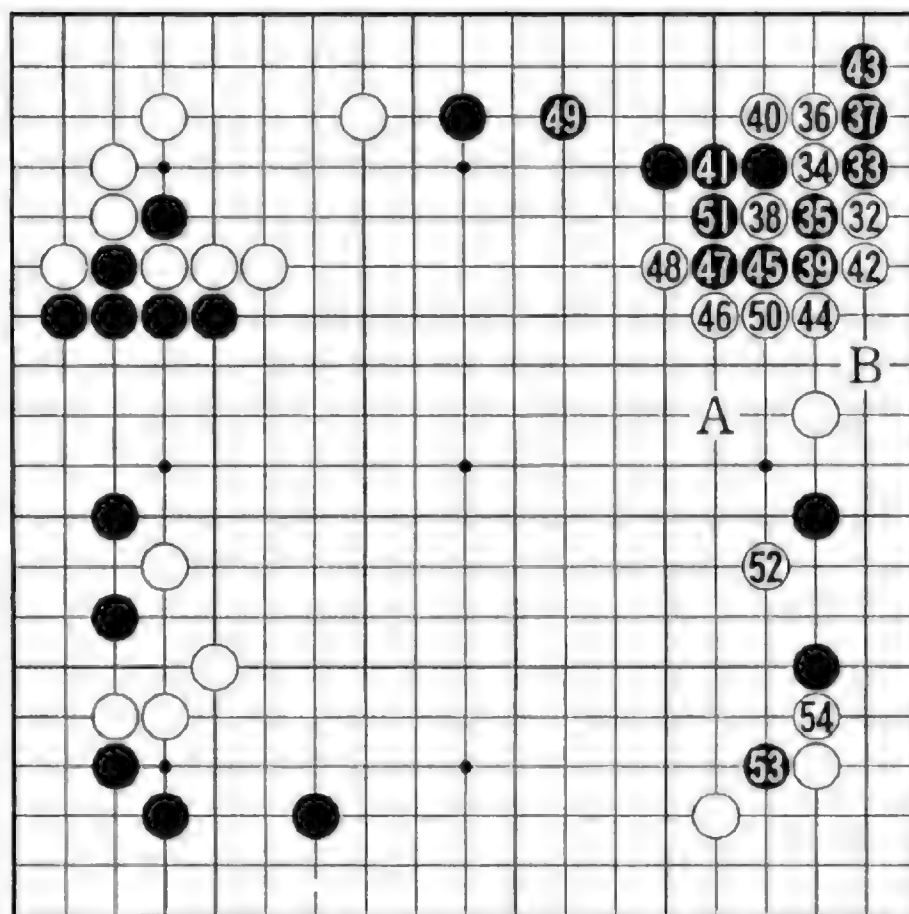
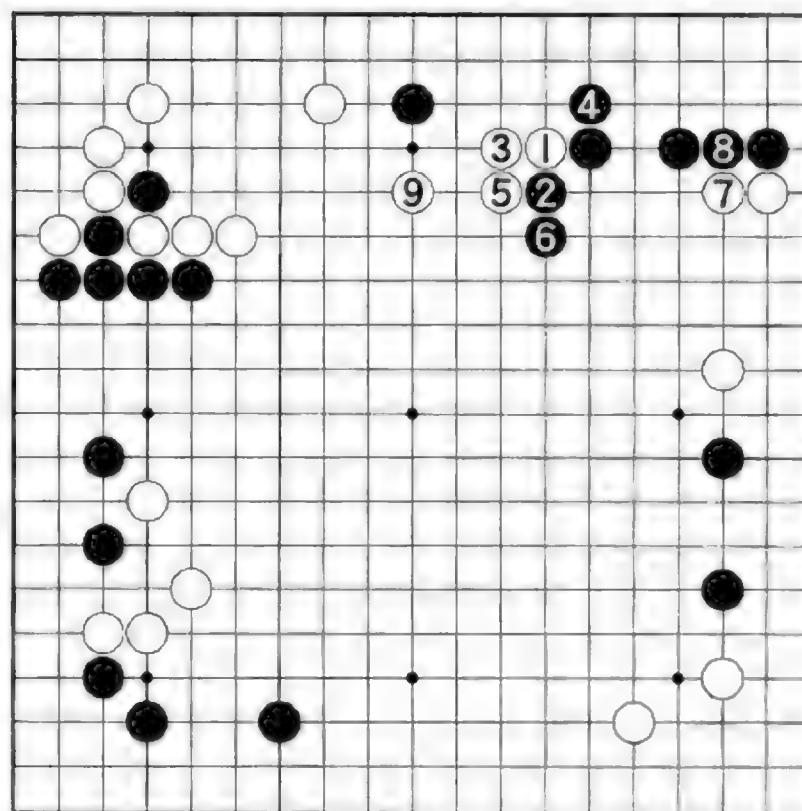


Figure 2 (32–54)



### Dia. 4: White's chance

**Figure 2 (32–54).** *A big territorial lead, but . . .*

Shuko: 'Simply jumping to A instead of 32 would be quite a good move. Putting that aside, launching the operation with 34 shows a lack of strategic sense; what's more, it just helps Black. It's so bad that normally you could label it the losing move. After White lets Black secure the large corner up to 49, the game is not even a contest. Of the territories at the top, Black's is larger, and he also has more territory in the other parts of

the board. In other words, Black has a big lead in territory. What's more, there's still the nasty *aji* of B inside White's position. Instead of 34, this would be the right time to attach at 1 in *Dia. 4*. The sequence to 9 is one possibility — it's incomparably better than the game.'

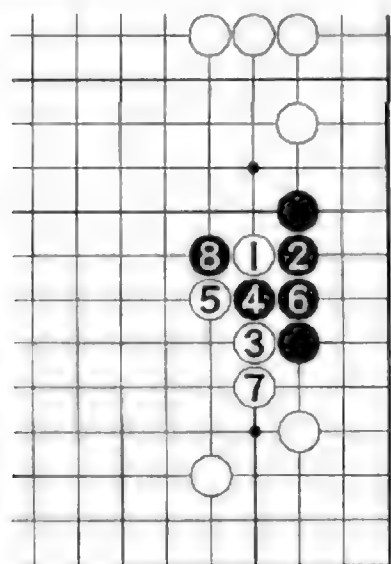
In short, White has only himself to blame for helping Black to secure such a large corner.

When White switched to attack with 52, Black played 53 with the intention of making a light forcing move, but White made a shrewd counterattack with 54.

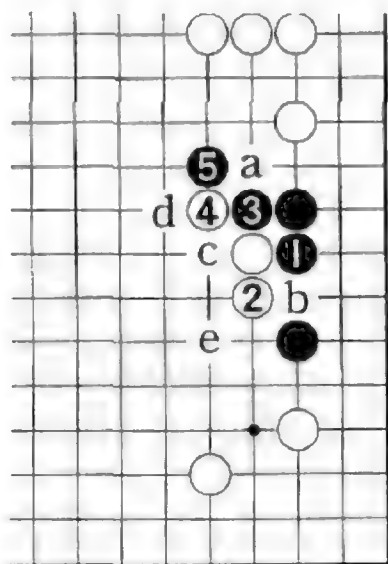
Shuko: 'I can't see anything wrong with



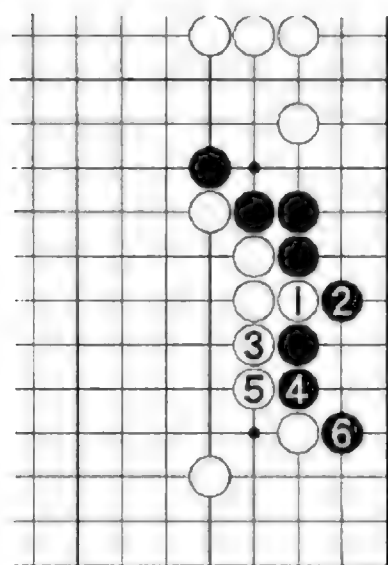
the ordinary answer at 2 in *Dia. 5*. If White 3, Black easily settles his group with 4 to 8. I think that White would extend at 2 in *Dia. 6*, but Black plays 3 and 5 and should have no problems. If next White 'a', Black 'b' is good enough; instead, exchanging Black 'c' for White 'd' before peeping at 'e' also looks possible.'



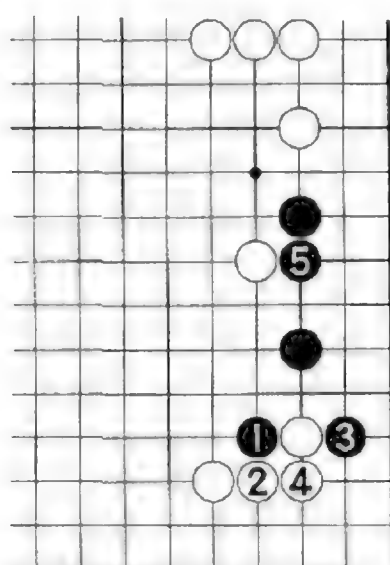
Dia. 5



Dia. 6



Dia. 7



Dia. 8

*Dia. 7*. If instead White plays 1 and 3, Black is happy to push into the corner.

*Dia. 8*. If Black expected White to play 54 at 1 here, he was too unrealistic. The unthinking move of 53 led to complications in what should have been a won game.

Shuko: 'Kato is very sharp in positions like this.'

### Figure 3 (55–70). Looking like an upset

Pushing down at 55 is the natural momentum, so an unexpected trade takes place. Usually Black would be satisfied with breaking through a corner enclosure, but in this game the width of White's side position is impressive.

Shuko: 'Black 61 was also dubious. I wonder if Yoda wasn't being a little obstinate here. He should have been able to keep

his lead by simply poking his head out with 1 and 3 in *Dia. 9*. It's not an easy game for Black when White seals him in up to 64, then takes up position with 66.'

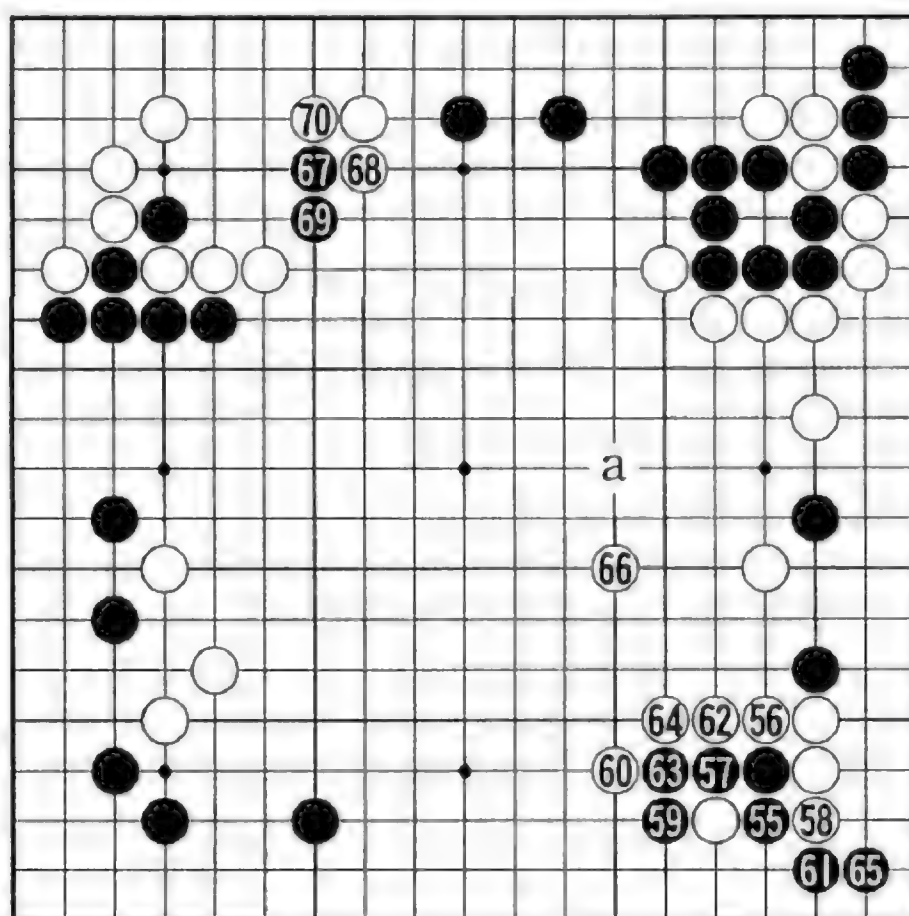
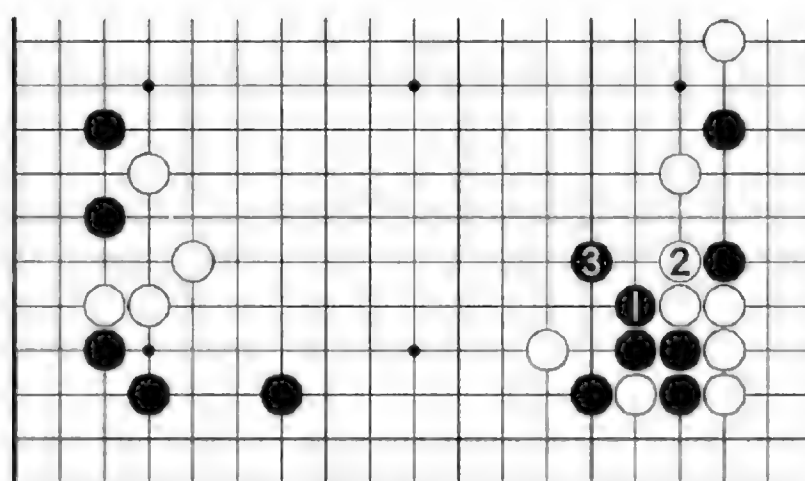


Figure 3 (55–70)



Dia. 9: Black keeps the lead

Yoda's comment after the game: 'Instead of 61, I should have moved out with a diagonal move at Black 64.'

White 66 was praised by other pros — it strengthens White's cutting point and expands the centre.

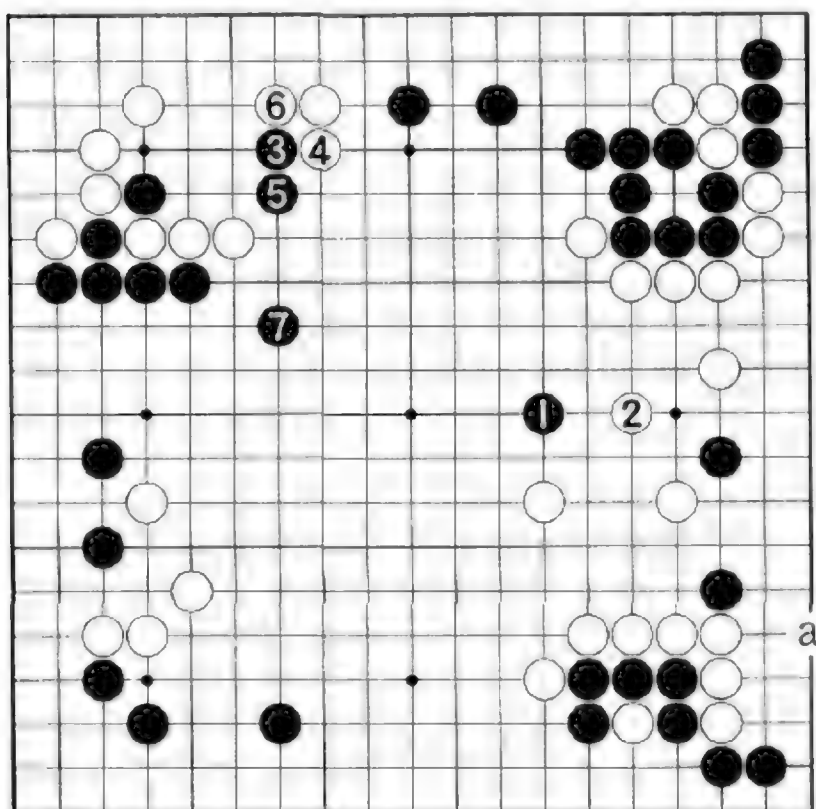
Shuko: 'I wonder if Black actually gains anything from the shoulder hit of 67. The usual approach would be to reduce at 'a' as soon as possible.'

The game already seems to be very close; White might even be ahead.

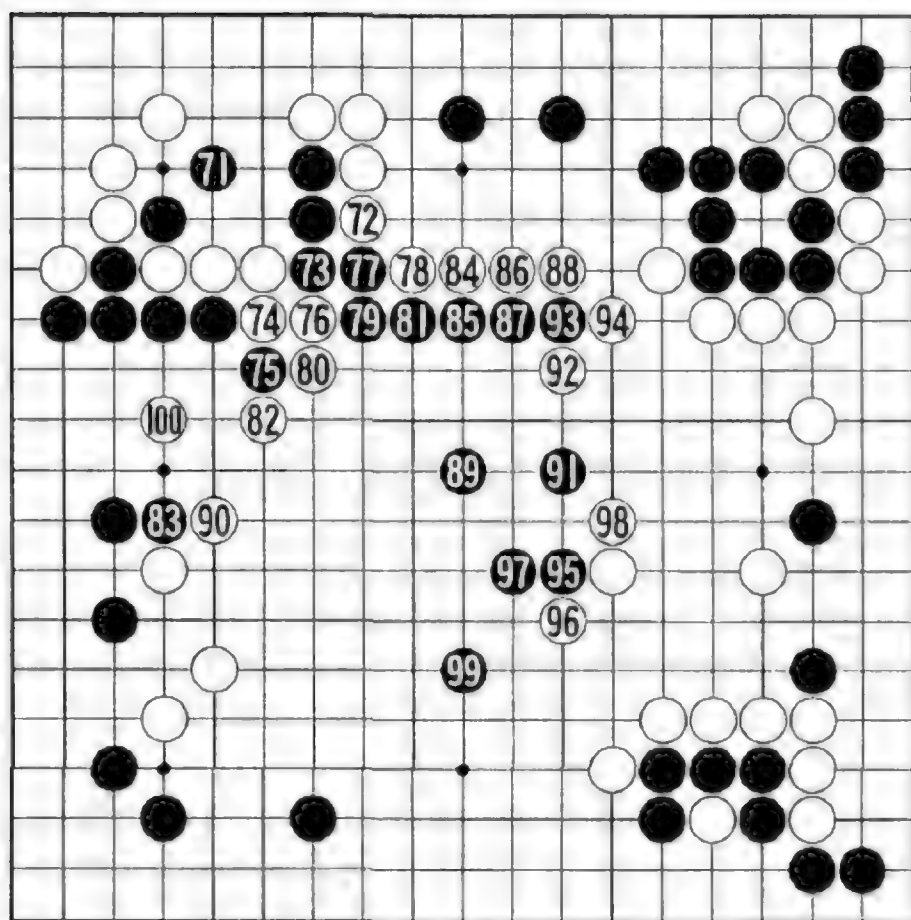
Shuko: 'I think my commentary has already served its purpose. I'm sure no one expects me to go into detail about the endgame.'

[We don't want to be too demanding of Shuko, but there are one or two points of interest remaining in the game, so we will draw on *Igo Club* to round off our commentary. *Translator*]

The *Igo Club* commentary (based on the post-game analysis) agrees with Shuko that Black should have played 67 at 'a' and gives the continuation in *Dia. 10*. After White 2, Black plays 3 and 5 as in the game, but then switches to 7. Black can next aim at 'a' on the bottom right. According to Yoda, this result would be better than that in the game, though still favourable for White.



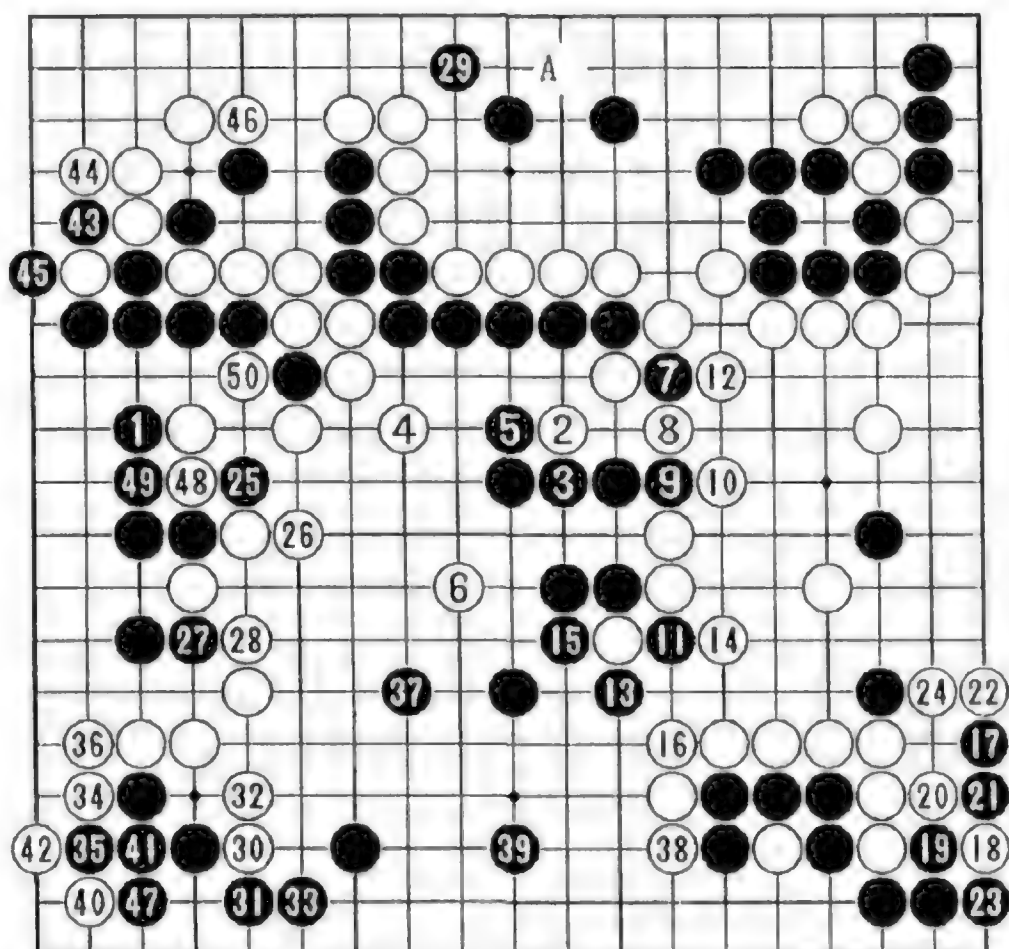
*Dia. 10: Yoda agrees with Shuko*



*Figure 4 (71-100)*

**Figure 4 (71-100).** White has the lead.

[There are no comments on this figure.]

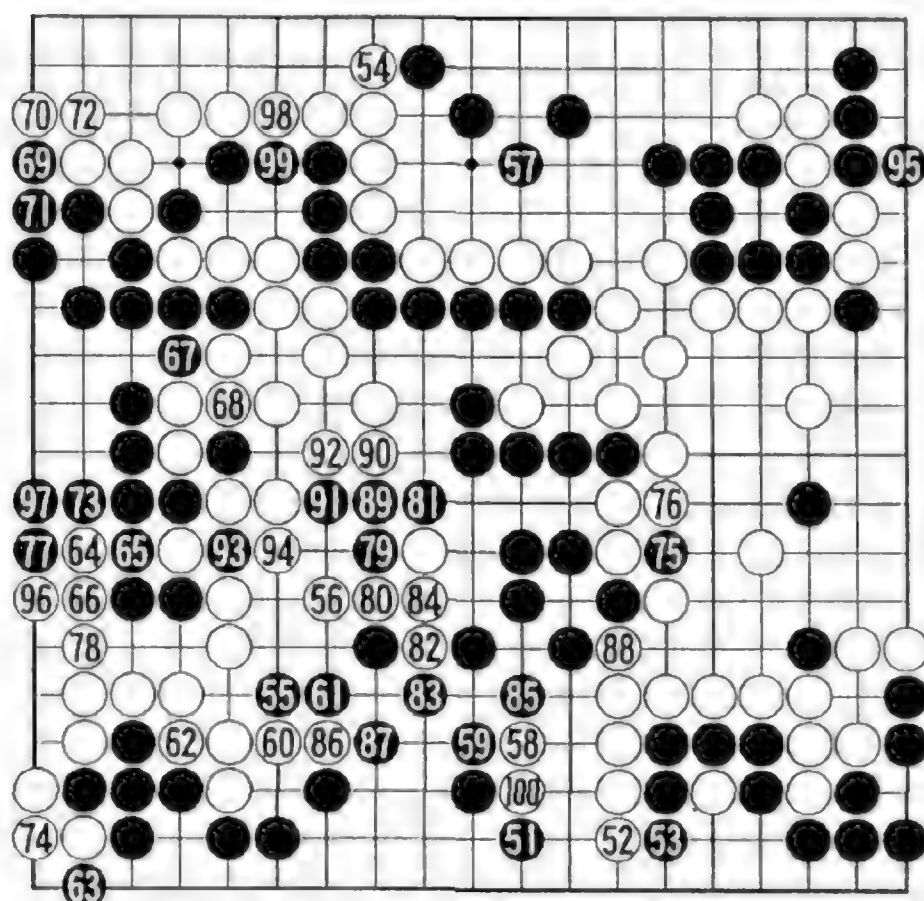


*Figure 5 (101-150)*

**Figure 5 (100-150).** Black catches up a little.

White 6 is a slip: this stone becomes meaningless after Black's clever counter up to 15. Instead, White should force with 30 and 32, then gouge out the top with a placement at A. Black 29 whittles down White's lead.

Black can't overtake White, however. Capturing a stone with 48 and 50 makes White thick.



*Figure 6 (151-200)*

**Figure 6 (151-200).** Safely ahead

White 64 and 66 are big, as they affect the



eye shape of Black's group. White can play 70 next, as Black can't afford to fight a ko.

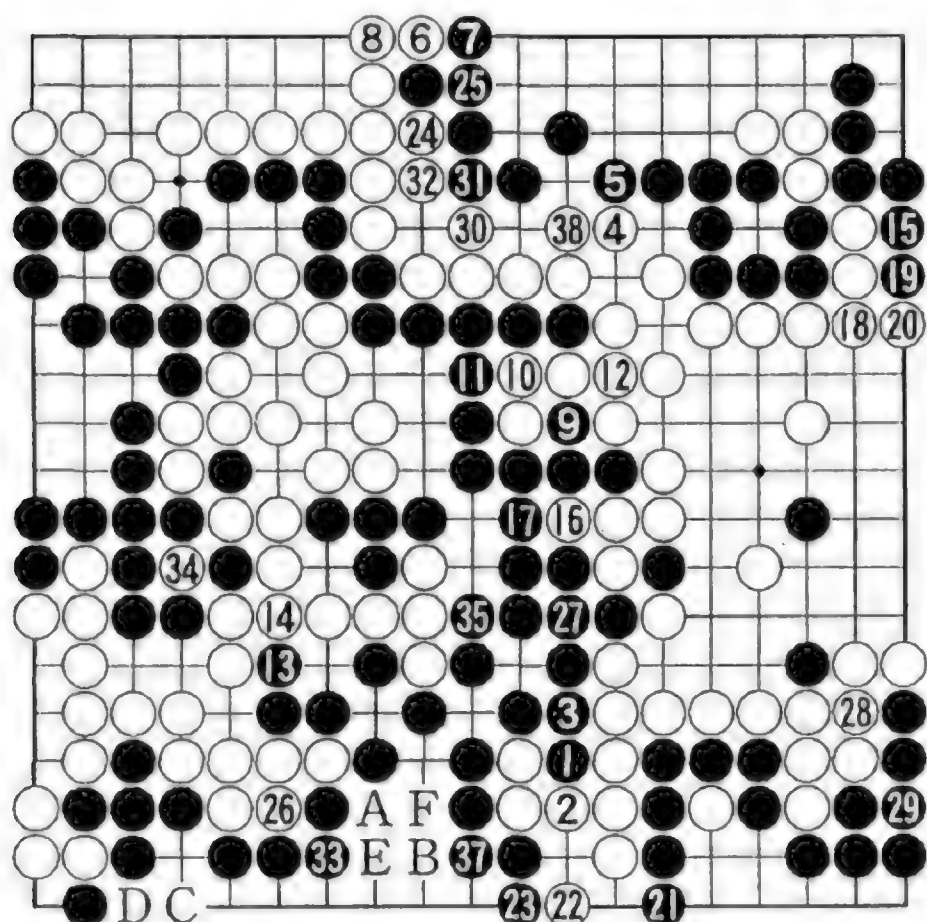


Figure 7 (201-238)  
36: connects (right of 34)

#### Figure 7 (201-238). Endgame Kato

Black 33 is not necessary yet — if instead Black connects the ko at 34, he gains a point. If White 33, Black A, White B, Black 37, White C, Black D, White E, then Black wins the fight after Black F (the result is a double ko that White can't win).

Yoda should have decided this game in the early middle game, but he slipped up. Once Kato went into the endgame with a lead, his opponent didn't have much chance.

White wins by 3½ points.

(Kido, May 1997 & Igo Club, June 1997)

### Game Two: Decided in the Opening

White: Yoda Norimoto

Black: Kato Masao

Played at Nishiura Hot Spring, Gamagori City, on 19 March 1997.

Commentary by Fujisawa Shuko. Text by Konishi Taizo.

#### Figure 1 (1-20). Crosscut complications

Kato often plays the 3-4 point with Black. The moves to 5 are one of his favourite fuseki patterns these days. Up to 14, Black gets a solid position, with two corner enclosures; White has effectively split up the right

side with his two-space extension and has a moyo on the left. This is a splendid opening in which both sides have got what they wanted.

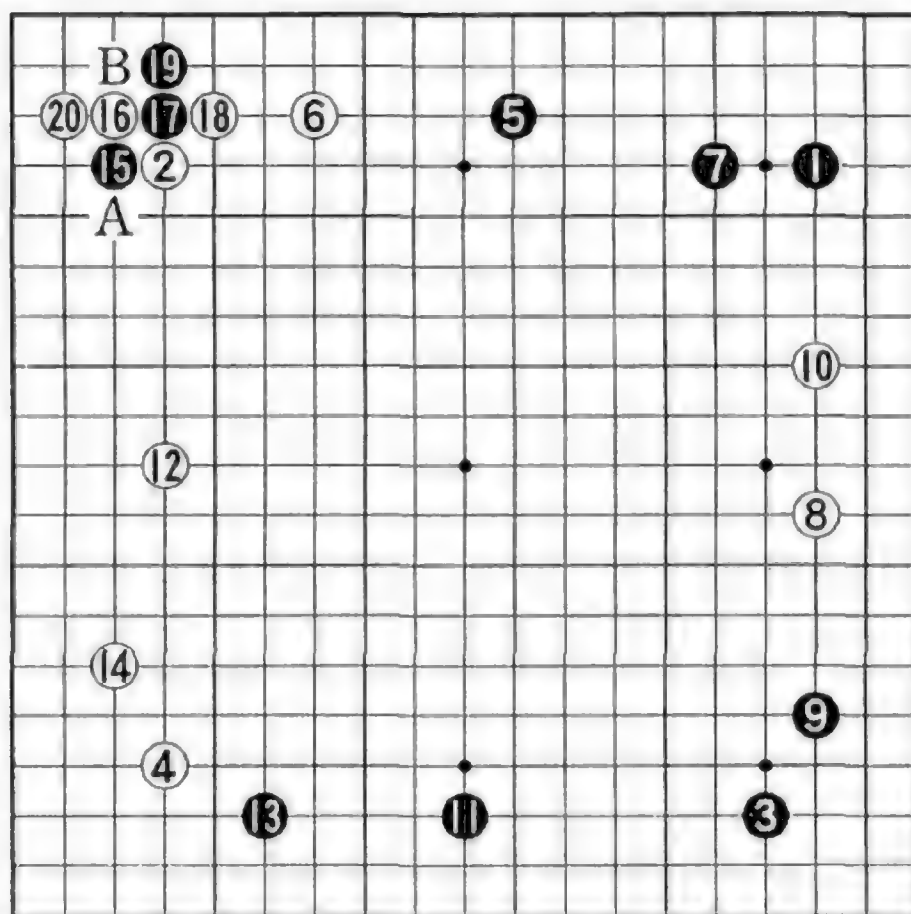
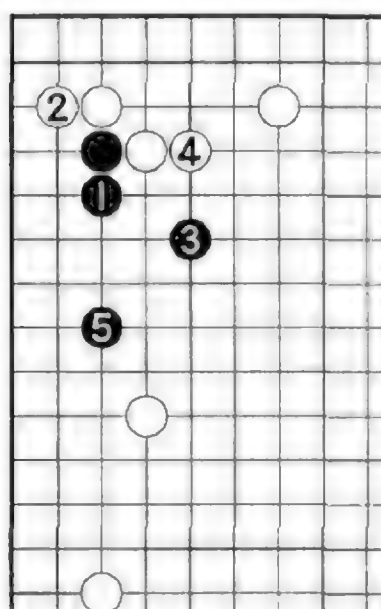
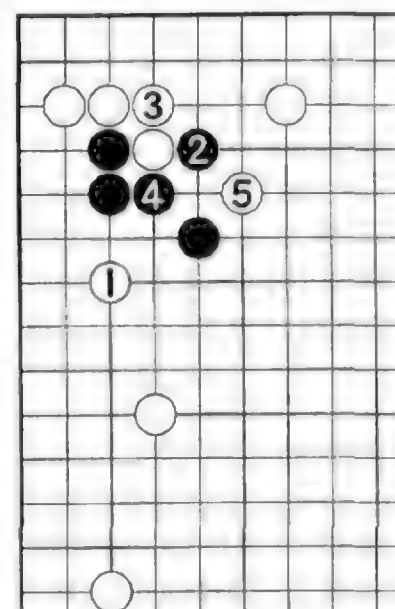


Figure 1 (1-20)



Dia. 1



Dia. 2

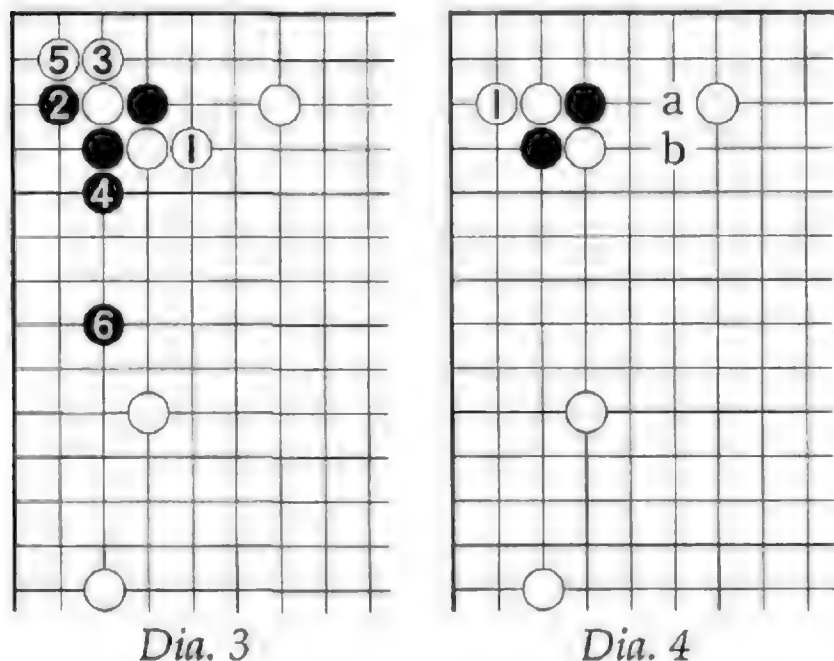
Shuko: 'I approve of Black's starting a fight with 15 — White A would be the biggest move on the board.'

KT: 'Instead of 17, you often see the solid extension of 1 in Dia. 1. Would it be slack?'

Shuko: 'Black 1 to 5 are a standard sequence and Black does get reasonable shape. But there is no guarantee that this is what will happen. Instead of 4, White might switch to 1 etc. in Dia. 2. Well, when you're actually playing, you feel tempted to crosscut at 17. White's response with 18 and 20 shows good judgement.'

You won't find 18-20 in the existing joseki books (they just give 20 at B). This

corner position has appeared in thousands or tens of thousands of games, yet here we see a new shape that takes the game into uncharted waters. That might appear strange, but it is what makes go so interesting. I wonder if Yoda had already studied 18–20 or perhaps already experimented with it.



One move you often see for 18 is White 1 in *Dia. 3*. The continuation to 6 is usual. This is what Black expected and it would make him happier than *Dia. 1*.

Note that descending towards the side with 1 in *Dia. 4* is not interesting, as Black can settle himself lightly with 'a' or 'b'. The aim of 18 is to limit Black's options.

Black's next move decided the course of the game, but Kato made up his mind quickly. Since he was winning everywhere, March was a very busy month for him — he played Meijin and Honinbo league games, won the NEC Cup and played in the Kakusei final. The more you win, the tougher it gets — Kato probably played quickly to avoid breaking down under the pressure. [He played eight games in March, of which he won five.]

### Figure 2 (21–31). An illogical result

Shuko: 'The result to 31 defies go logic: you can't call this a trade (*furikawari*). As I stated earlier, this game is already over by this point. If Kato thought that this was a reasonable game, then that is a sign of bad judgement on his part, a flaw in his game.'

If you look at the shape up to 30, you can see that in effect White has added only one extra stone to his original enclosure (2 and 6 in Figure 1) — the six white stones played in

the fight are cancelled out by the six black stones (actually seven of each, but the extra black stone is cancelled out by the captured white stone). Yet the thickness White has built here is equivalent to what he'd get from adding two or three moves. Of course, Black has slashed through White's right-side position with 29 and 31, but even so the marked white stone has not lost its vitality. This is a big difference, according to Shuko.

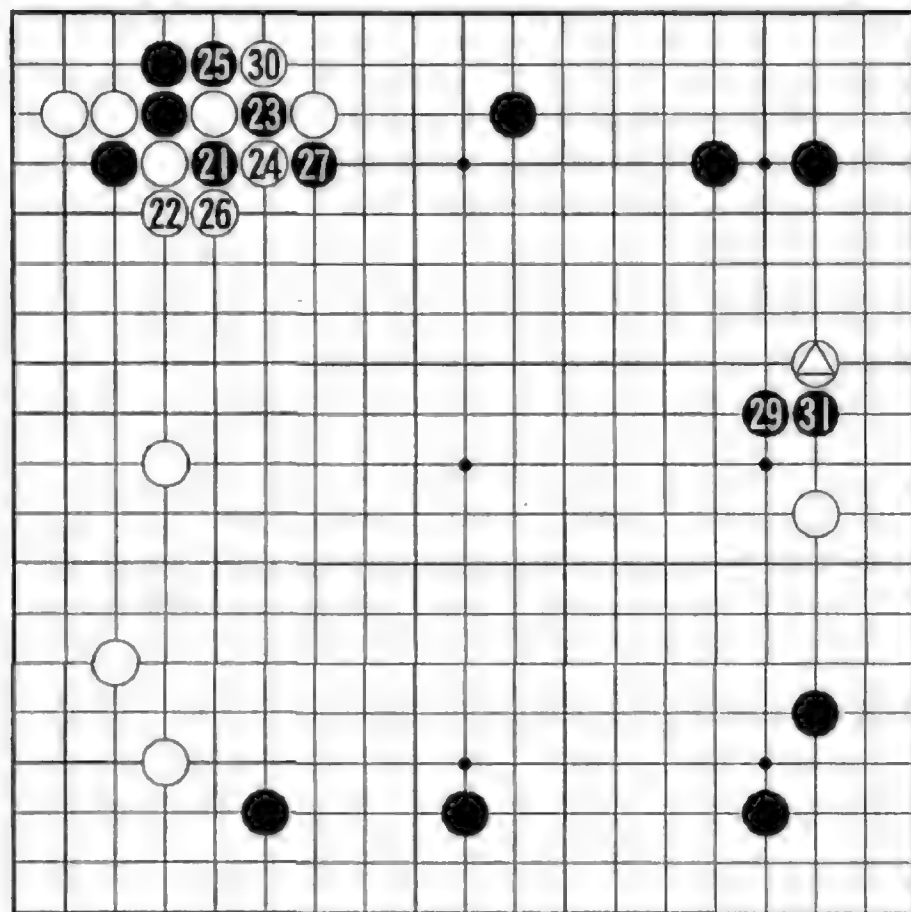
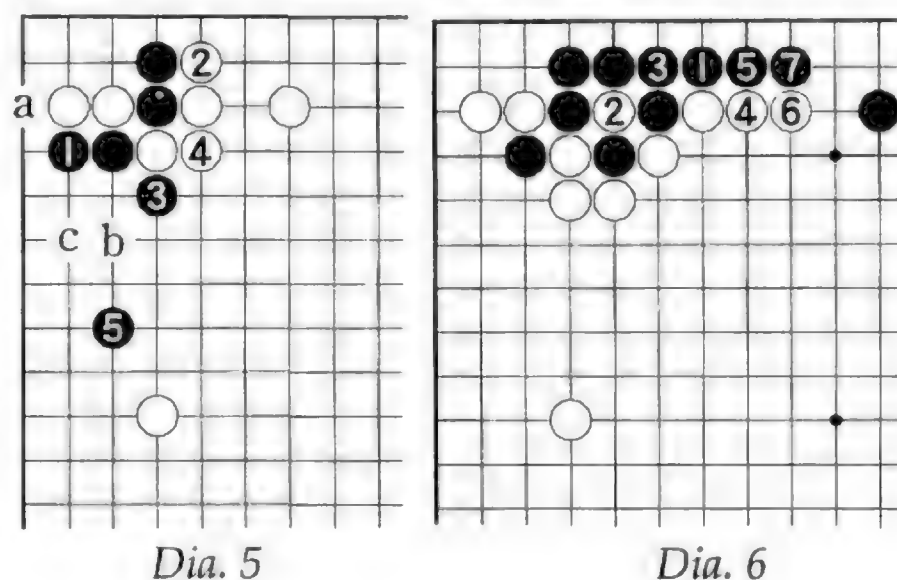


Figure 2 (21–31)

28: ko



*Dia. 5*

*Dia. 6*

Shuko: 'Creating a fuss with 21 was short-sighted. Settling himself with 1 to 5 in *Dia. 5* would be more reasonable. Black's shape may look thin, but Black can gain points with the sente move of 'a'. If Black attacks at 'b', White counters with 'c' and has no problems, so his group is not as weak as it appears.'

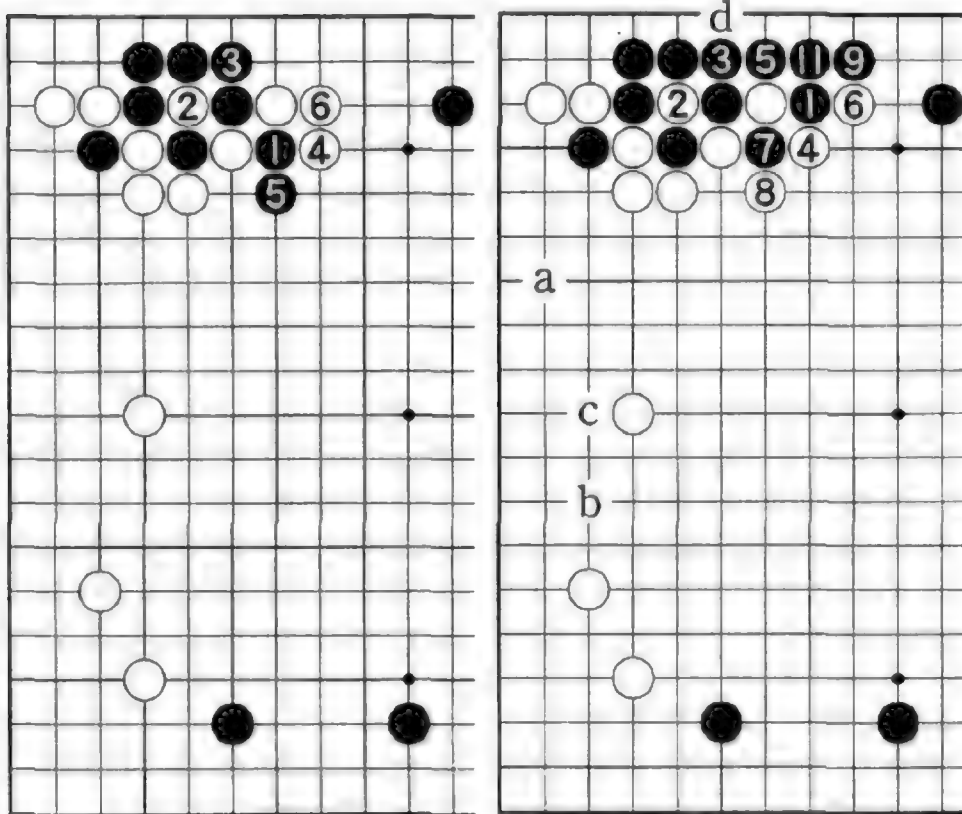
In *Dia. 5*, neither side has an advantage in the opening.



White 24 and 26 are a standard technique for sealing in the opponent.

KT: 'Does Black have no alternative to fighting a ko once White plays 26? I suppose seeking life by crawling along the second line at in *Dia. 6* is out of the question.'

Shuko: 'If Black uses 29 to connect at 3 in *Dia. 7*, he has no follow-up after Black 4 and 6. However, to go back a bit, he could have considered playing Black 27 at 1 in *Dia. 8*. The continuation to 11 can be expected. Black is still playing on the second line, but the result is better than in *Dia. 6*. You certainly can't say that the result is good for Black, but he might be able to use the aji of Black 'a' to invade at 'b'; if one assumes a white answer at 'c', Black would not be decisively behind. His position would at least be superior to that in the game.'



*Dia. 7*

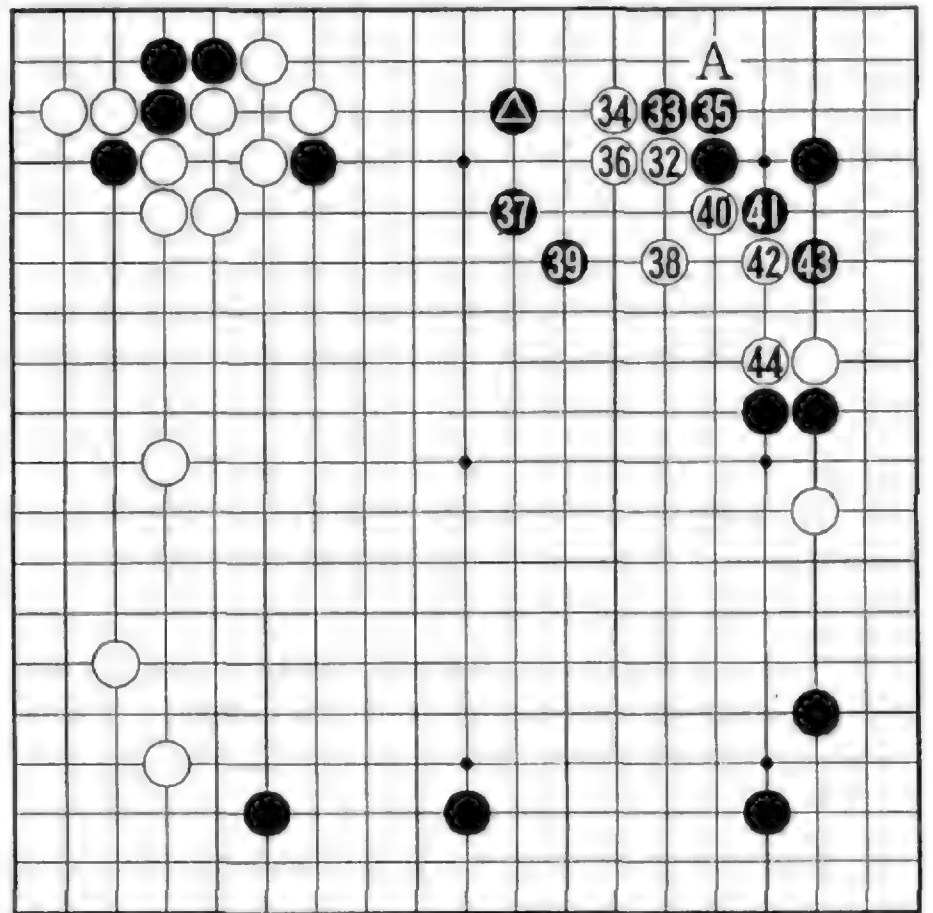
*Dia. 8*  
10: takes

If White plays 2 in *Dia. 8* at 3, Black connects at 2 and White plays 7; Black then lives with 5, White 11, Black 'c'; if White next sets up a ladder with 6, Black plays successive moves on the right side as in the game, and his result is incomparably better than in the game. In short, following *Dia. 8* is correct for White and would have kept him in the game with at least a chance of winning.

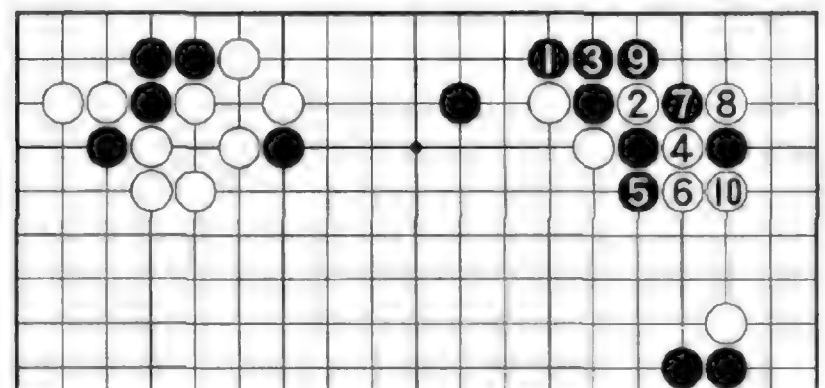
**Figure 3 (32–44).** *A well-judged contact play*

Shuko: 'Starting operations with the contact play of 32 instead of directly pulling out the white stone on the side showed good

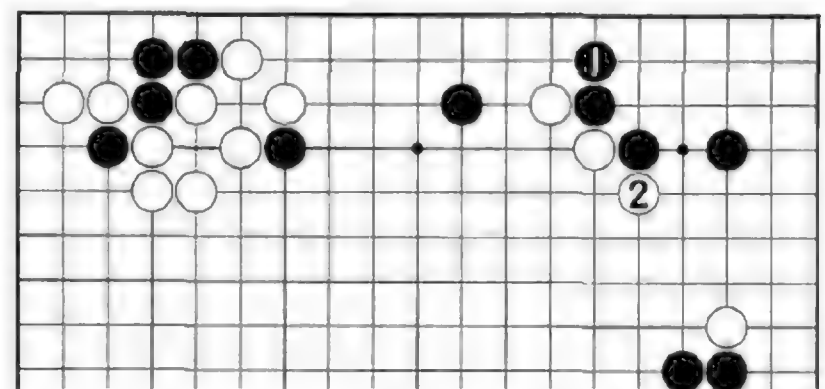
judgement. Swallowing up the marked black stone would be big; when Black flees as in the game, his right side position inevitably disappears.'



*Figure 3 (32–44)*



*Dia. 9: good for White*



*Dia. 10: good for White*

KT: 'Connecting at 35 looks painful. Doesn't Black have any alternative?'

Shuko: 'If Black 1 in *Dia. 9*, White switches to 2 to 10. This is slack for Black. If Black 1 in *Dia. 10*, White 2 becomes a good move. Painful though 35 be, Black's start was bad, so he has no choice. If you want to

be fussy, then 35 at A is correct shape, but it doesn't make a big difference.'

Shuko's commentary ends at this point.

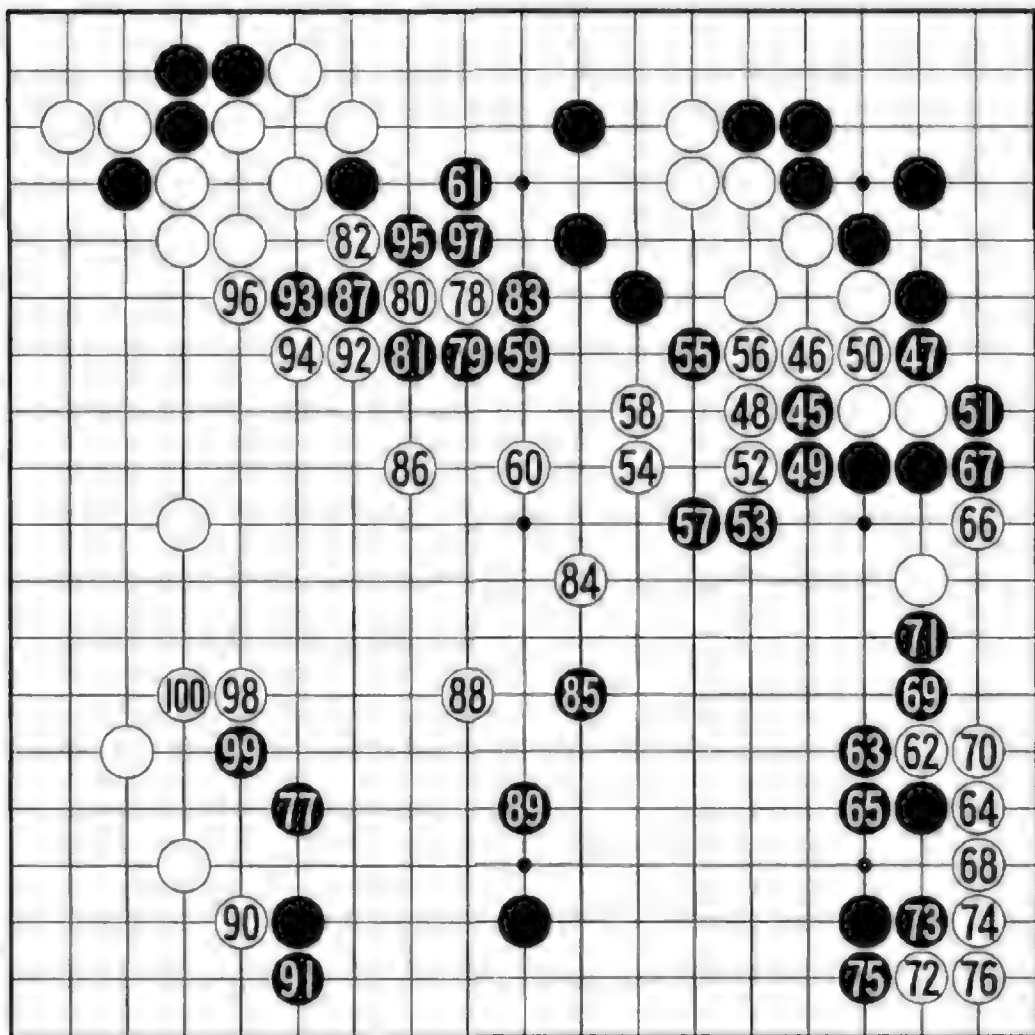


Figure 4 (45-100)

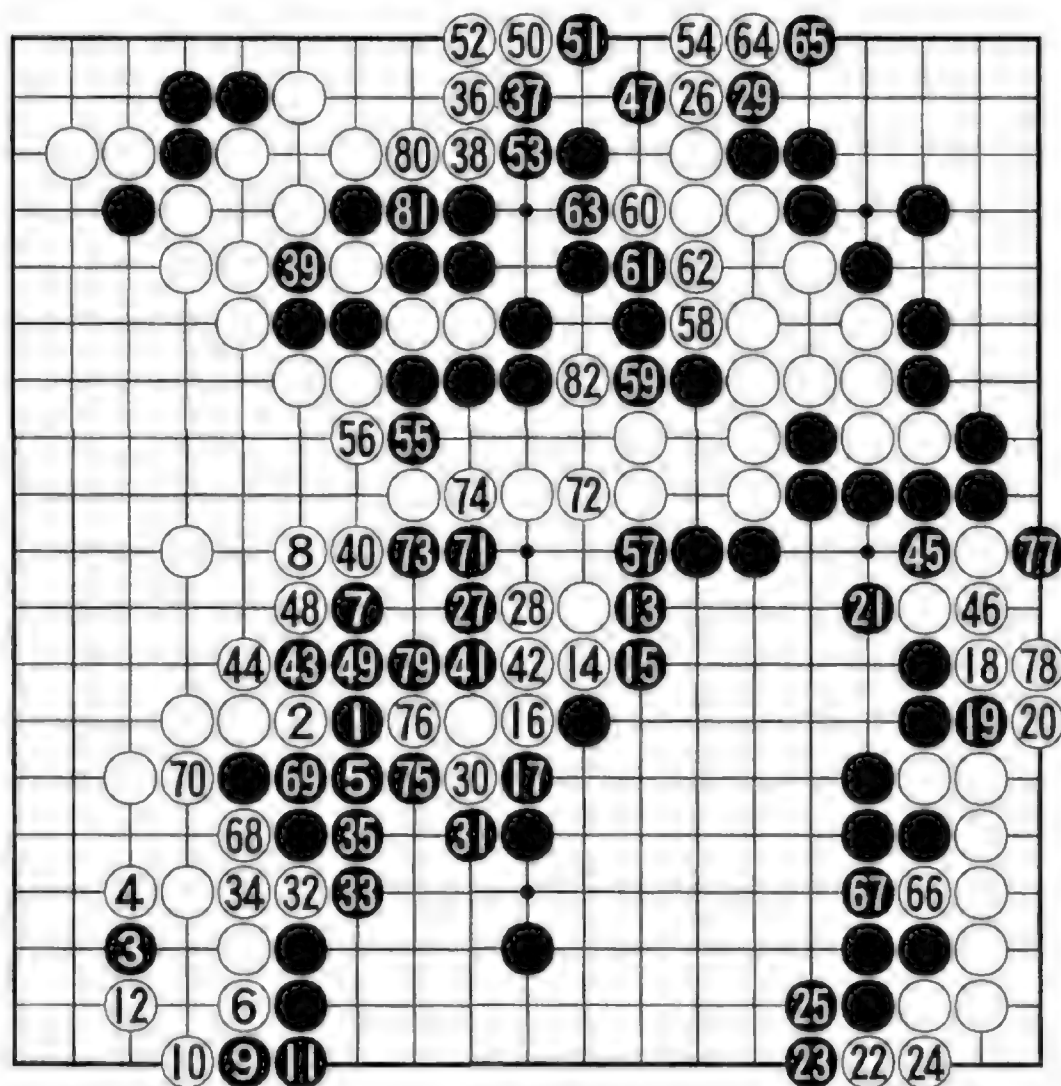


Figure 5 (101-182)

**Figure 4 (45-100).** *Kato's regret*

We would just like to refer to one regret expressed by Kato. 'Black 47 is bad style: it should be the simple hane at 51. It was very painful when White made the well-timed peep at 66.' When Black plays 51 instead of 47, White 66 is not absolute sente.

**Figure 5 (101-182).** *Yoda makes no mistakes.*

Yoda played the endgame carefully and made no mistakes in wrapping up his win.

*White wins by 10½ points.*

(Kido, May 1997. Translated by John Power.)



*Yoda evens the match.*



# The 52nd Honinbo Title Match

Cho Chikun vs. Kato Masao

For the second time in two years Kato Masao has challenged Cho for the Honinbo title. In his first challenge in 1995, Kato lost 4-1. This year he didn't win a single game and lost the match 4-0. Such a one-sided result probably indicates what a fierce opponent Cho is in a best-of-seven title match, where games are played over two days. Kato has been having a good year. He started the match in good form with a victory over Yoda Norimoto in the Judan title match and he had 21 wins against 8 losses (a 72.4 winning percentage) in the games he played this year before the first game of this match.

Cho must have been especially determined to defend his Honinbo title. In doing so, he tied Takagawa's record of holding the title for nine consecutive terms (he has held it for 11 terms in total). The go world is now wondering how much longer Cho can continue his phenomenal winning streak and how long he can continue to hold the triple crowns of the Kisei, Meijin, and Honinbo titles.

Below we present the first game of the title match. The remaining games will be presented in the next issue of *Go World*.

## Game One

**White:** Cho Chikun Kisei Meijin Honinbo

**Black:** Kato Masao Judan

Komi: 5 1/2 points; time: 5 hours each

Played on May 12-13, 1997 on Ino Island (the birthplace of Shusaku) in Hiroshima Prefecture.

### Figure 1 (1-25). An unusual joseki variation

The sequence from White 10 to Black 13 is currently a fashionable joseki. However, cutting through with White 14 and 16 is unusual. It seems that Cho had thoroughly analyzed these moves before this game. There is a ladder to consider, but, with the stone at 6, this ladder favors White, so Black can't capture the white stone by playing at A after White 24. For this reason, Black had to jump to 25.

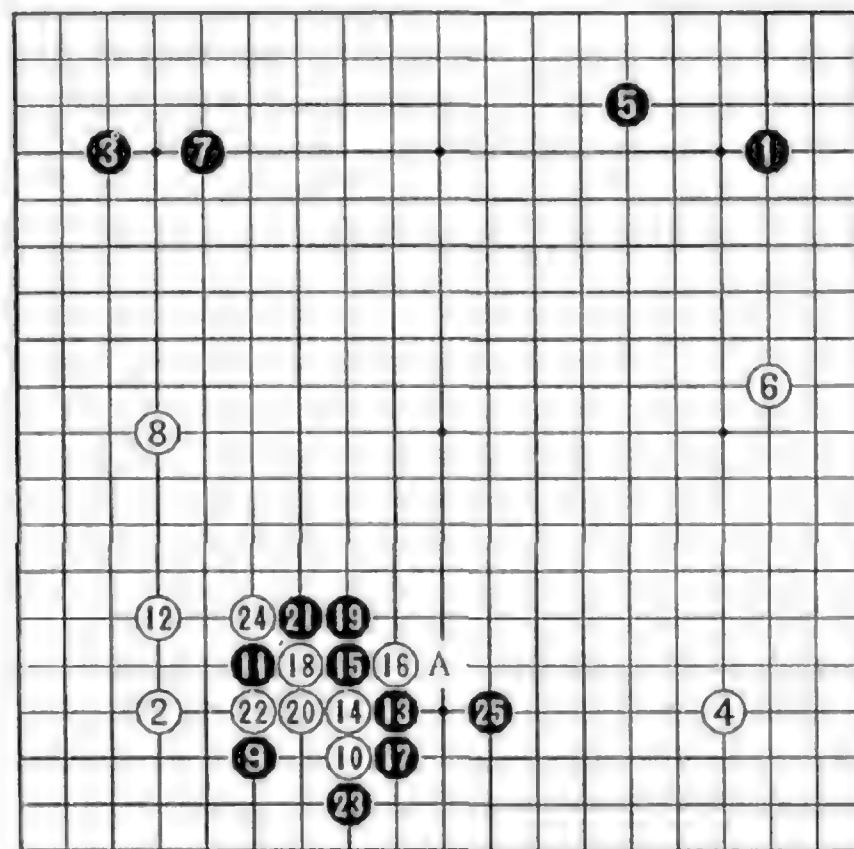


Figure 1 (1-25)

### Figure 2 (26-40). Strong moves by both players

Cho thought for two hours and nine minutes before extending to White 26. Kato answered with Black 27, a light and flexible move. Instead of 27, Black might also defend at 1 in *Dia. 1*. White would then jump to 2 and Black would escape into the center with 3. However, this would be a bit passive.

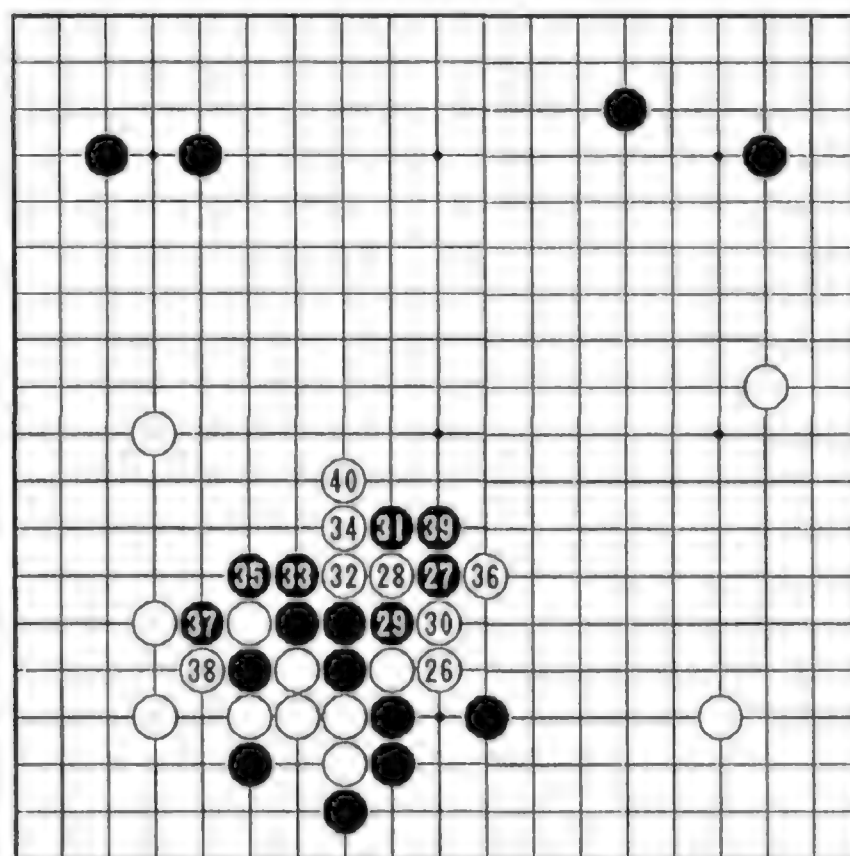
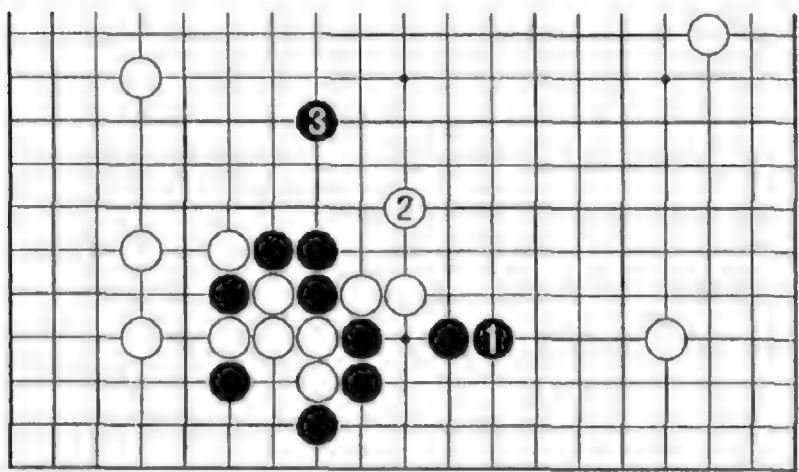


Figure 2 (26-40)

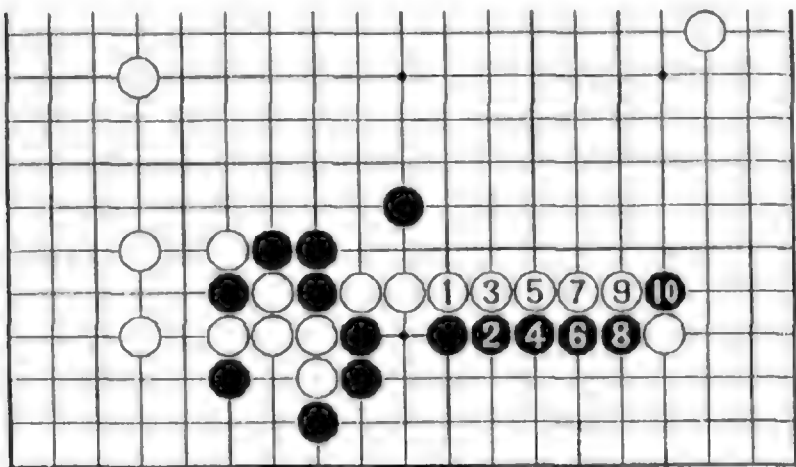
With White 28, Cho provokes a fight. Rather than 28, White could play the sequence

to White 9 in *Dia. 2*. After Black cuts at 10, chaotic fighting would ensue.

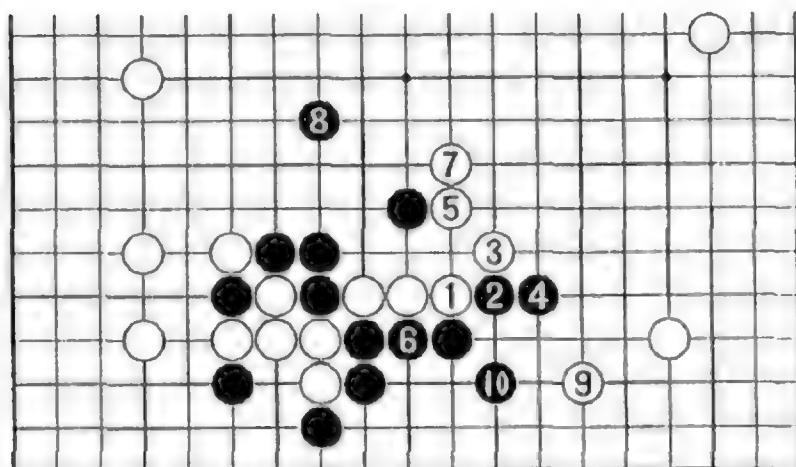


*Dia. 1*

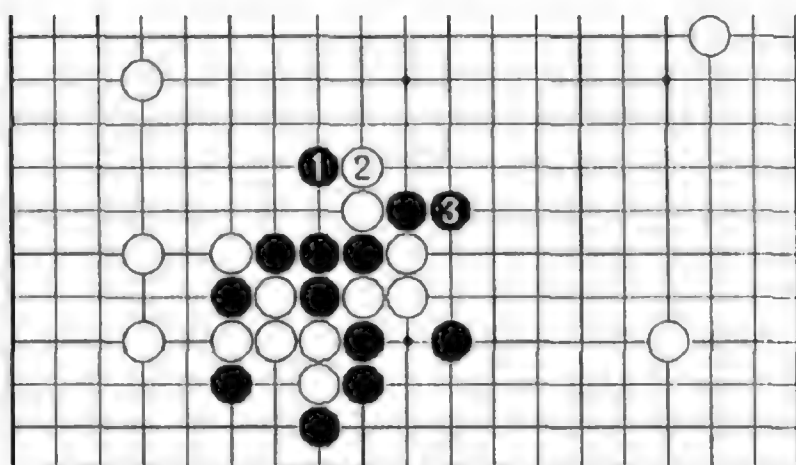
In response to White 1, Black could also hane at 2 in *Dia. 3*. The position is difficult to evaluate after Black defends with 10.



*Dia. 2*



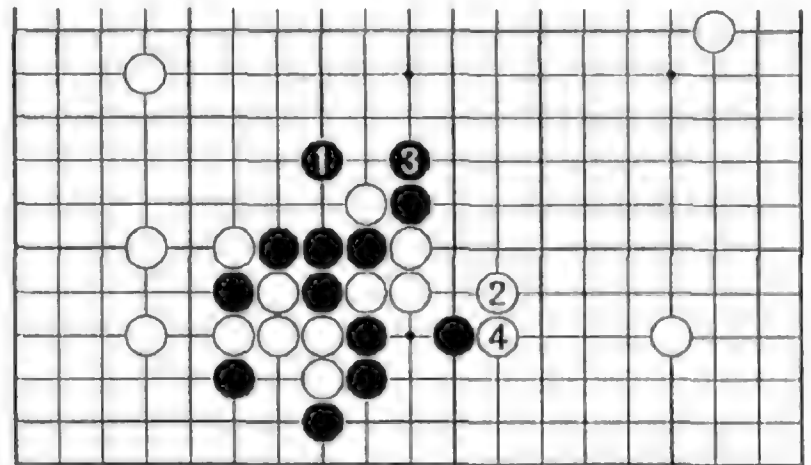
*Dia. 3*



*Dia. 4*

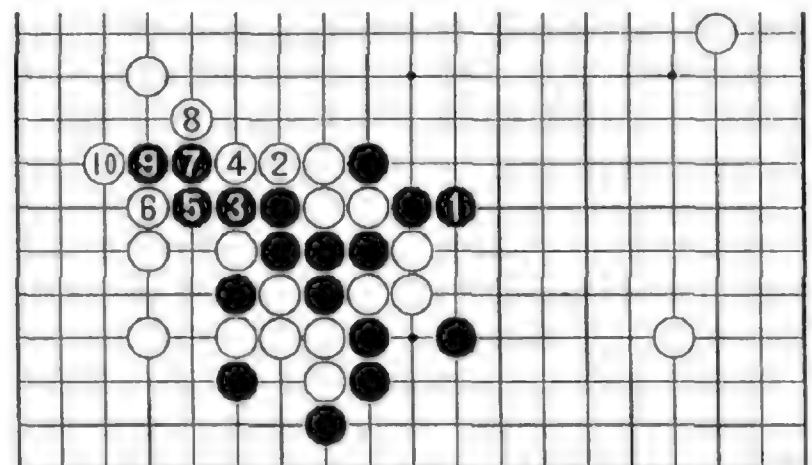
White answers the atari of 31 by escaping with 32 and 34. Black could have also played 31 at 1 in *Dia. 4*. If White now tries to escape with 2, Black would extend to 3, capturing

three white stones. Therefore, White might jump to 2 in *Dia. 5* in response to Black 1. Black would then extend to 3, establishing a position in the center, while White would take the initiative at the bottom by blocking at 4.



*Dia. 5*

Black 35 was the only move. Black can't capture the three white stones on the right by extending to 1 in *Dia. 6* because White can capture the black stones in a loose ladder with the sequence from White 2 to 10.



*Dia. 6*

Cho thought about White 40 for 44 minutes. In the press room, Ishida Atsushi 7-dan suggested the sequence to White 15 in *Dia. 7*. During the post-mortem analysis, Cho agreed that White 1 would have been the best move.

### Figure 3 (41–51). Lukewarm moves

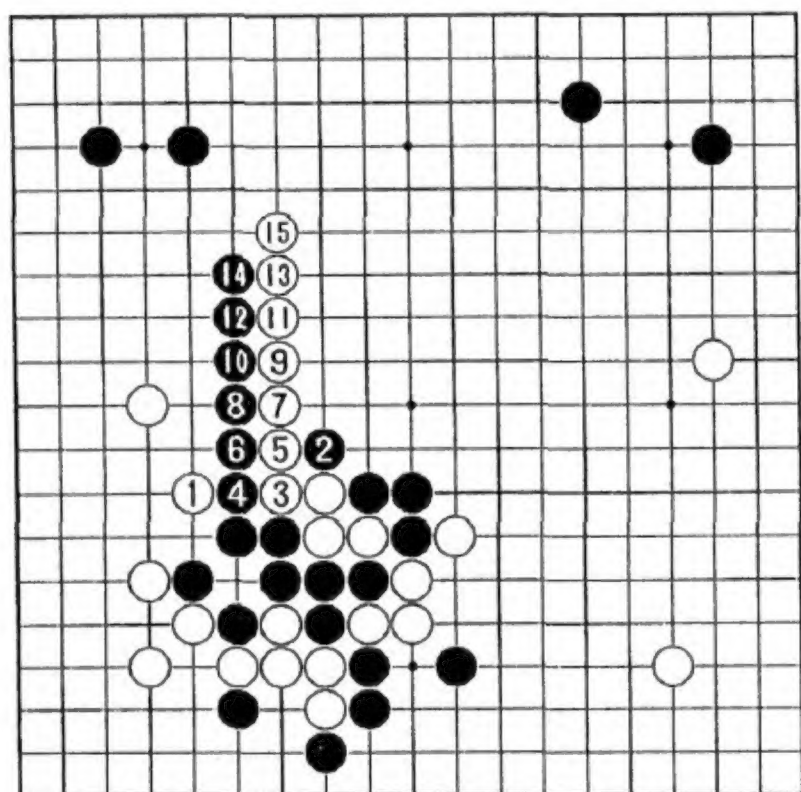
Black 41 was the sealed move.

There was no need to atari with 42. White should have simply descended to A.

White 44 was a light move, but descending to A was best. White now has bad aji, since Black can atari at A.

Kato thought for 44 minutes before playing 51, but connecting at 1 in *Dia. 8* would have been a thick move. Even if White hane at 2, Black can take the lead by jumping out to 3. After the game, Kato admitted that 51 was a lukewarm move.





Dia. 7

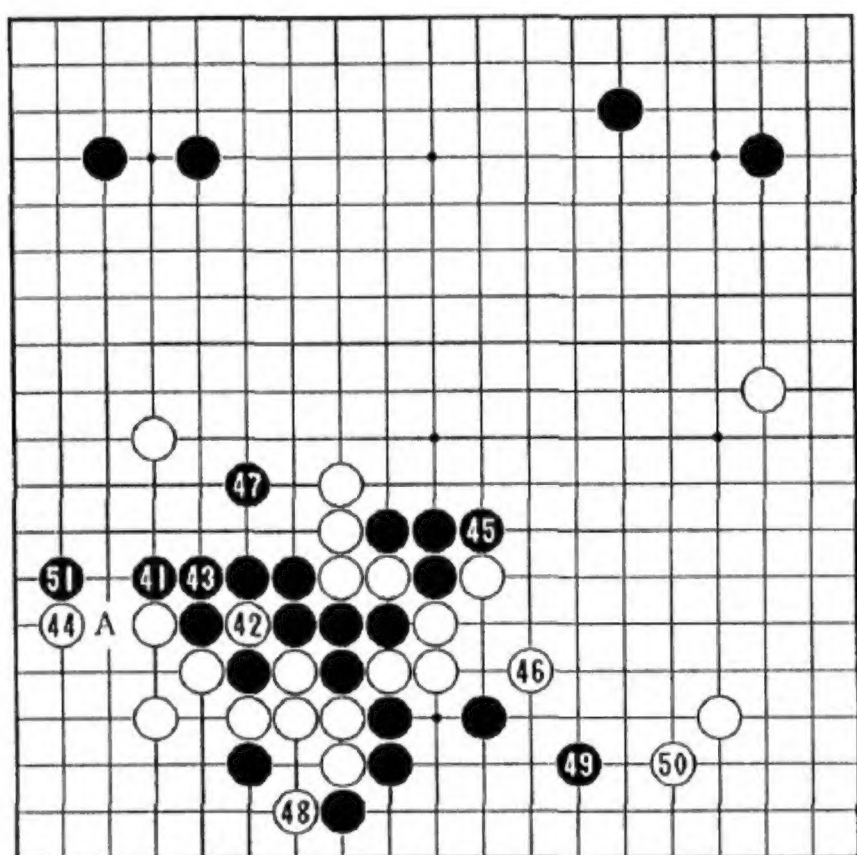
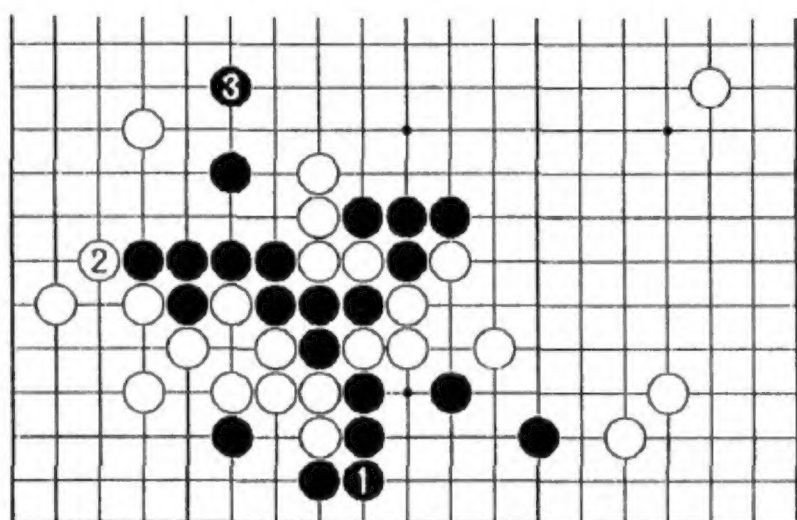


Figure 3 (41-51)



Dia. 8

Figure 4 (51-67). Leading up to disaster

White ignored 51 and switched to the bottom with the attachment of 52. This move induced Black to make a bad move with 53. However, White 52 was also bad. White

should have captured at B. Black would then be without a good answer. After 53, White could play the sequence to 6 in Dia. 9, but Black would still have the advantage. Because of the exchange of Black 4 for White 5, Black could look forward to playing the sequence Black 'a'–White 'b'–Black 'c'–White 'd'.

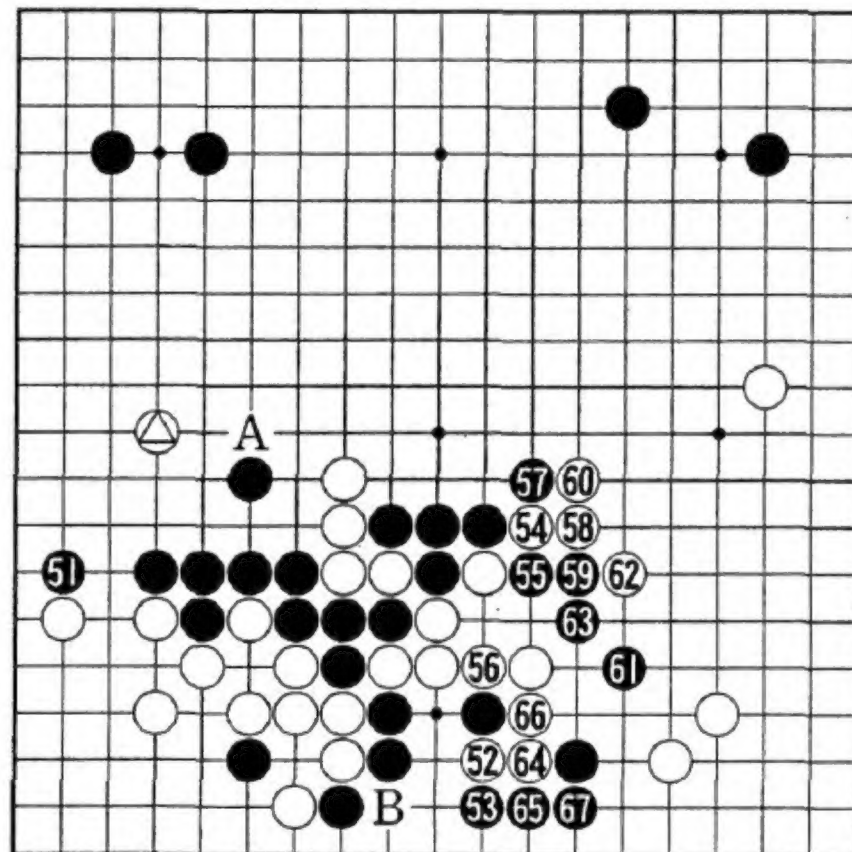
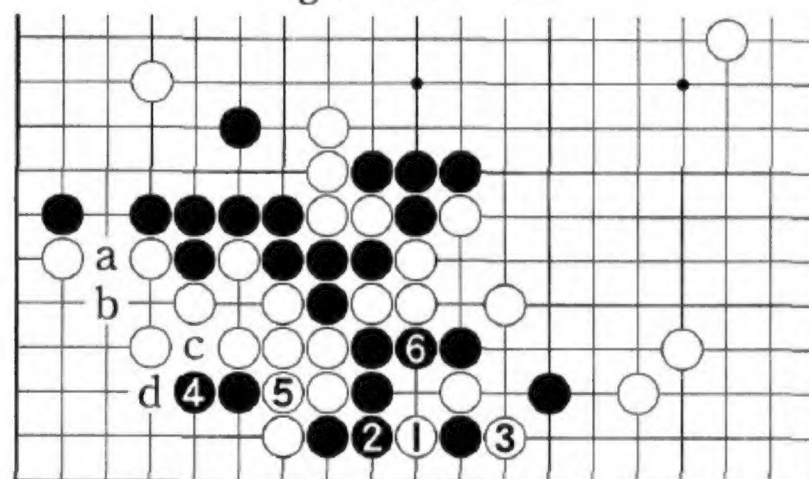
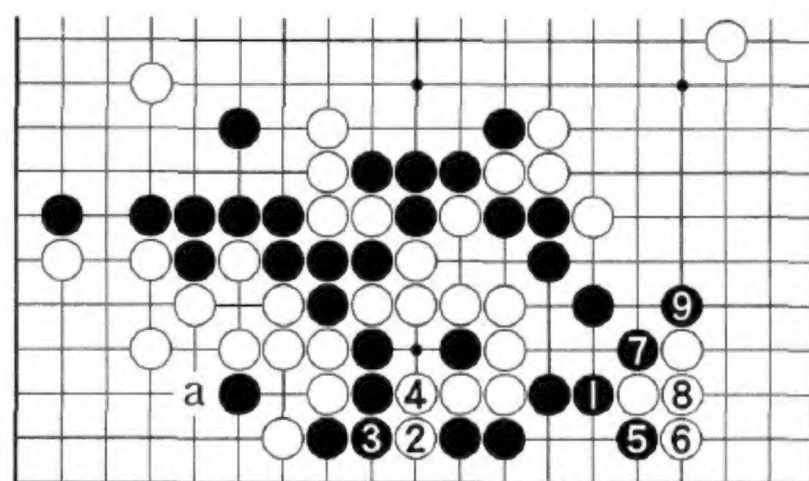


Figure 4 (51-67)



Dia. 9

Instead of 67, Black 1 in Dia. 10 would have been a steady move. White could capture four stones with 2 and 4, but Black would still have the sequence from 'a' to 'd' shown in Dia. 9, so his loss would not be that great. This would be a satisfactory result for Black.



Dia. 10



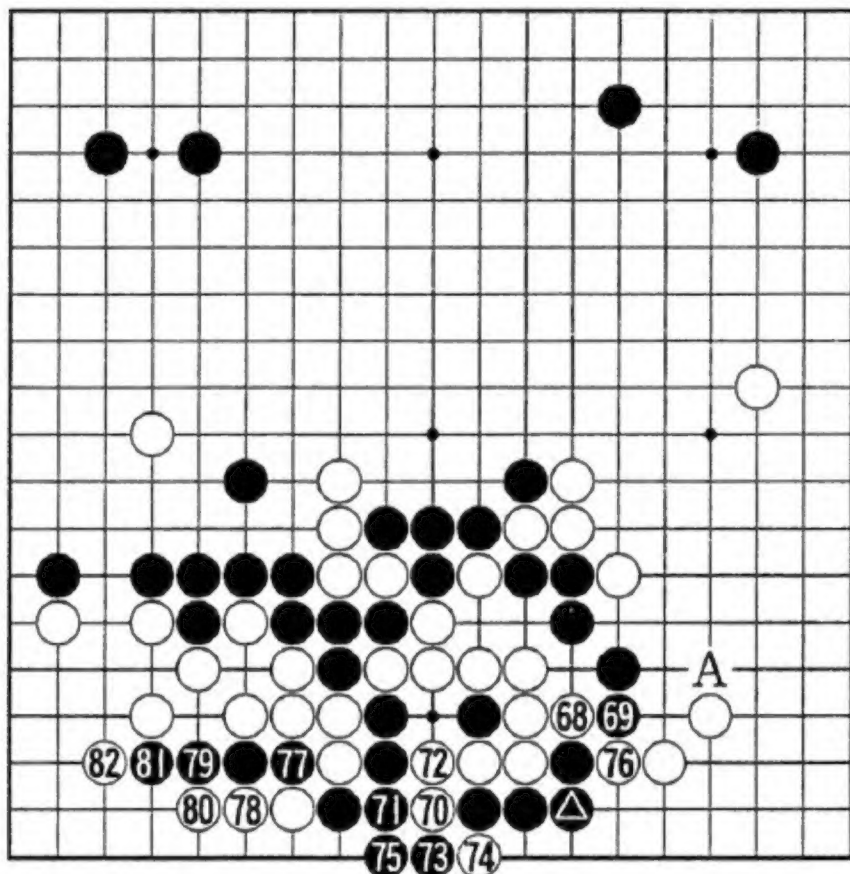
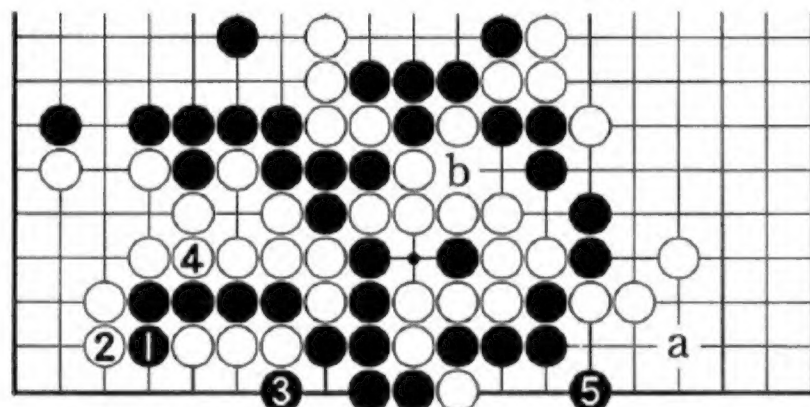


Figure 5 (68-82)

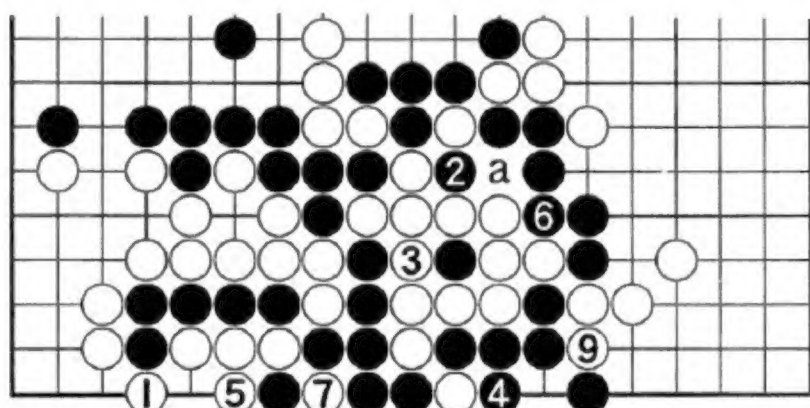
**Figure 5 (68-82).** Resigning was premature.

To avoid the capture of his four stones, Black connected with the marked stone. This was a mistake, but Kato was under the delusion that he was winning. After 72, Black 73 was another mistake. He should have played this move at 76. He could then attach at A and he would still have a satisfactory position.



Dia. 11

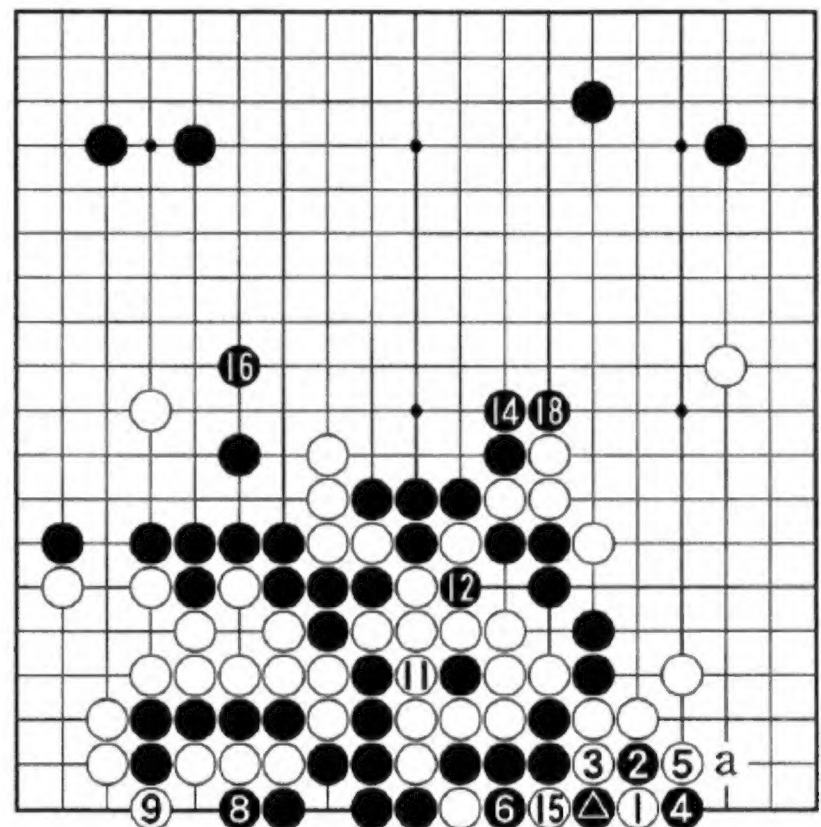
When White played 82, Kato resigned, but his resignation was premature. He should have played 1 and 3 in Dia. 11, followed by the exquisite tesuji of 5. If White defends the corner with 'a', Black wins the capturing race with 'b'. If White captures with 1 in Dia. 12, it becomes a ko up to Black 10. White has no good ko threats, so Black will capture at 'a'.



Dia. 12

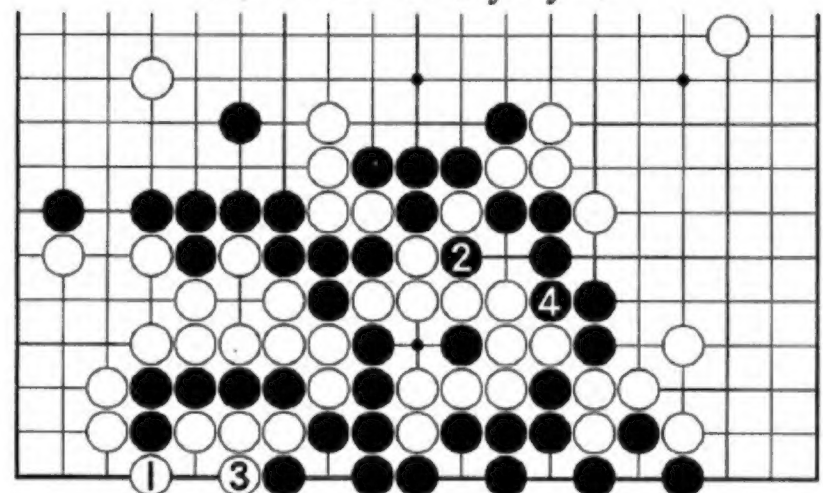
If White plays 1 in Dia. 13, he will win the ko, but Black can make four moves with 12 to 18. Even though Black loses all his stones at the bottom, he still has a reasonable game.

Instead of 7 in Dia. 13, White would also lose the capturing race by taking five stones with 1 in Dia. 14. Capturing five stones with 1 and 3 in Dia. 15 instead of 9 in Dia. 13, lets Black live at the bottom with 2. Instead of 8, Black 'a' is also possible.

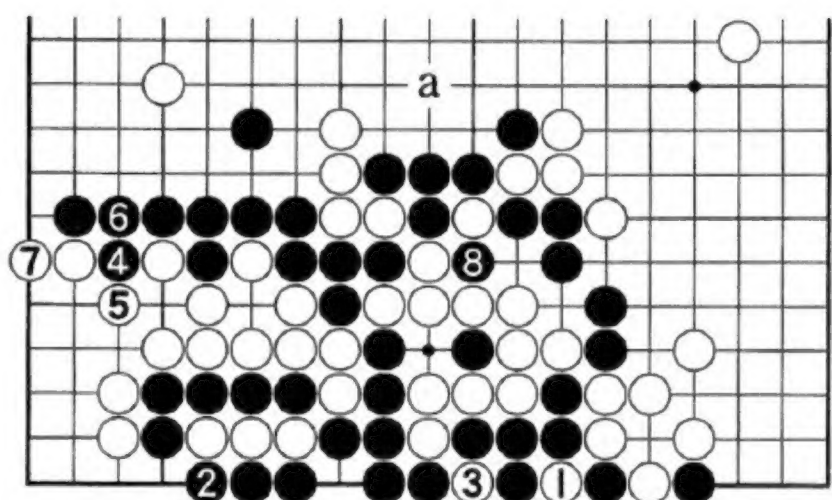


Dia. 13

7: takes ko at 1; 10: takes ko at 2;  
13, 17 take ko (left of 6)



Dia. 14



Dia. 15

Black resigns after White 82.

(Kido, July 1997. Translated by the editor.)



# THE GET STRONG AT GO SERIES

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